PRIMEVAL

CONTENTS

01. How to Use This Module 01

02. Act I: Mission Briefing 02

-- Countdown Track 05

03. Act II: High Orbit & Atmospheric Entry 06

-- Conference Room Map 08

04. Act III: Welcome to the Jungle 10

-- Facility Map 14

05. Act IV: Weird Science at the Shen Kuo 16

Module 01 - Administration Offices 18

Module 02 - Personnel Dormitories & Recreational Facilities 20

Module 03 - Decontamination Suite 22

Module 04 - Auxiliary Labs & Medical Offices 23

Module 05 - Primary Labs & Operation Center 24

Module 06 - Garage, Warehouses, & Landing Pad 26

Modules 07-12 - Generators & Plants 26

06. Act V: Escape 28

APPENDICES

07. Personnel 30

-- Facility Personnel Directory 31

08. Taxonomic Database 36

09. Manifest & Notes 46

10. Appendix N 52

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```
login: mchl
pass: ••••••••••••

[mchl@tag-sk00 ~]# sudo su
[mchl@tag-sk00 ~]# cd /
[mchl@tag-sk00 ~]# ls -lah
[mchl@tag-sk00 /]# cd bin/opt/
[mchl@tag-sk00 /]# gunzip mssn_brief-sk.tar
[mchl@tag-sk00 /]# cat mssn_brief-sk
```

HOW TO USE THIS MODULE

This module is designed as a game toolbox compatible with the **Mothership Sci-Fi Horror RPG**. It assumes that you are somewhat familiar with roleplaying games [e.g. rules for Skill Checks and common Dice Notation such as 1D10] and that you have access to the Mothership **Player's Survival Guide** [PSG].

The goal of this module is to provide a short adventure that can be played on it's own or inserted into a larger campaign. It was designed and hopefully presented in a user friendly manner with a focus on information delivery design.

This in mind, there are a few design tools used in the main body of the module to make important details stand out.

Underlined Text important information or game mechanic such as skill check or reference to a table

Highlighted Text items, NPC's, and creatures; something with stats or mechanics the Crew can interact with [excluding items not detailed in **PRIMEVAL** or the PSG]

Yellow Text editorial details or secret/hidden details, written for the WARDEN'S EYES ONLY

Oblique Text narrative text or quotes taken from from voice recordings, personnel logs, or text media; typically information that would be read to the players

Boxed Text expository or informational text including Editorial Notes

///WINNING SCENARIOS

As with most RPG Adventures, you don't necessarily win or beat **PRIMEVAL**. However, there are a few conditions which can be met that mean you have successfully overcome the challenges presented in this module.

- » Don't. Become insect food. Tell your friends about **PRIMEVAL**.
- » Get Dr. Watanabe safely off of the moon.
- » Get off of the moon alive.
- » Get any Research Data you can off of the moon.

///ACT I
MISSION BRIEFING

///THEN

The year is 3032. Murmurs of a Pantech Pharmaceutical scouting party discovering flora with regenerative properties have begun to circulate throughout the sector. The megacorp **Takahashi Advanced Genetics** [T.A.G.] makes use of its considerable resources to send a research expedition to the Eridani system in search of this mythical plant. Additional rumors of the company gathering a task force to send to the facility have surfaced as well. It seems that one of their chief researchers, Dr. Yui Watanabe, has failed to respond to her last two check-ins.

///NOW

Since then, no one at T.A.G. has been able to get in contact with her nor any of the over twenty personnel housed at the facility. A corporate arms race has been set off as corporations levy mercenaries as reconnaissance teams to venture to the jungle moon known as **Ur**, eager to uncover the mystery of what happened to the Shen Kuo Research Facility...

///MISSION BRIEFING

As the WARDEN, you can choose to run this adventure as a one-shot or insert it into an ongoing campaign.

As interplanetary travel is not a focus of this adventure, here are some recommendations about the Crew's: 1. Starting location and 2. Approximately how long it should take for them to get from their current location [be it a multi-level spaceport, a lifeless planetoid, or an over-mined asteroid] to the Eridani System.

The journey...

- Is rated at no more than a Jump-2 or Jump-3
- Consumes no more than 6 Units of Fuel
- Takes no more than 40 days

A similar assumption is made about how the Crew receives word about this mission and how to incorporate it into your new or existing campaigns. You can select an option or roll against the Campaign Integration table [pg. 03] for the entire Crew or for each individual member.

WARDEN: If the Crew needs a ship, a contact can loan them the Icarus [pg. 29] or make their own with the Ship Design Rules [PSG pg. 31].

///CORPORATION PROFILE

TAKAHASHI ADVANCED GENETICS is a corporation dedicated to the research of ways and methods to expand upon the human genome. Its mission statement as dictated by its founder Dr. Ryōsuke Takahashi* was 'For the betterment of mankind, through research and genetics'. Since then, TAG has fallen into questionable practices, bureaucratic corruption, and 'black' science under the leadership and management of the generations following Dr. Takahashi.

*Named after Ryōsuke Takahashi, one of the Directors and Writers of Blue Gender, 1999

///1D10 CAMPAIGN INTEGRATION

1D10	Mission Lead	Crew Reward	Individual Reward
1-2	You were commissioned by Pantech Pharmaceuticals to spy on a science team T.A.G. sent to the Eridani system. Your Pantech contact, Laredo Jones, has promised you a reward for any information on the facility. Keep this a secret.	370kcr	75kcr
3-4	Your reputation precedes you. Esperanza Ramirez contacts you via an encrypted comms channel and promises a handsome reward for you if you are to take this job, off the record.	250kcr 10 units of drive fuel [worth 100kcr]	60kcr Experimental Stimpak
5-6	Job posted on a back alley job board, The Gulch. Commonly used by Corporations to hire Mercenaries and Fixers off-the-books. Kesh Demir brokered the deal for you. For whom though, you're not really sure.	300kcr	70kcr
7-8	Your crew came across a rogue S.O.S. transmission while in transit between systems. The transmission has attracted your attention along with the promise of access to an abandoned facility and whatever equipment may have been left behind.	200kcr [1F. Secret Cache, pg. 19]	50kcr [1F. Secret Cache, pg. 19]
9-10	You haven't heard from a close friend or colleague in some time. You know they were scheduled for a tour with T.A.G. in the Eridani system. You heard rumors about a reward through T.A.G. but would likely have taken this job without the payment. Roll against the Personnel Directory table [pg. 31].	200kcr	50kcr

///MISSION OBJECTIVES

PUBLIC	» Investigate why HQ has been unable to contact the Shen Kuo Research Station » Retrieve the Genetics Research Data Hard Drive Server Room [Module 01 - Admin, Server Room [1D, pg. 18]] » Escort Dr. Watanabe back to a T.A.G. outpost or satellite facility
SECRET	» Secure any specimen samples of a plant known as Orchidaceae Eridani Renovatius [Give this to two [2] Crew members. It is a secret objective and supersedes all others, at all costs.]

WARDEN: Should the players discover that someone else has also received this objective, allow them to work together. The purpose of this is to complicate escaping the Shen Kuo, not to cause in-fighting amongst your players.

Image ©ESA/Hubble & NASA, I. Karachentsev; CC BY 4.0

Once Campaign Integration [pg. 03] has been determined:

The Crew receives a communique from their contact[s] mid-transit. Due to delays in sub-light transmissions, this is most likely a pre-recorded message.

- The Crew or individuals receives a brief detailing their Mission Objectives [pg.03]
- Regardless of which Campaign Integration results are rolled, the Crew receives the same basic Mission Objectives from their contact[s]
- The final, Secret Objective should then be given to two [2] Crew Members

WARDEN: You can pull the players aside to give them these instructions, or prepare a message or note with the covert assignment. If possible, do so in a way that does not prematurely reveal how many or which Crew Members have separate assignments.

///TRACKING TIME

As some time has already passed since anyone has been in contact with the Shen Kuo Facility, it's important to track the timeframe of events. Refer to the Countdown Track [pg. 05].

Use a paperclip or something similar on the edge of the page to track the timeframe as soon as the crew lands on Ur. This makes it easy to remember where you are as well as gives you a quick reference to flip back to Countdown Track.

WHAT HAPPENS IF THE CREW DOES NOTHING

Hour 0

- The Countdown Timer begins the moment the Crew exits Jump-Space and enters the Eridani System.
- By this point, most of the Shen Kuo Personnel have been lost. Refer to the Personnel Directory table [pg. 31].

Hour 4

- Several placental cocoons have completed their gestation period, releasing a small horde of Intilicets through the facility.
- A Larval Clutch has begun the Mutamorphic process in the Operation Center [5F, pg. 25].

Hour 8

- If Dr. Watanabe has been infected by a Coagacet as listed in the Places of Refuge table [pg. 17], begin the Coagacet Infection countdown.

Hour 12

- There is a 50% chance that the remaining survivors of the Shen Kuo have been overrun.
- If infected Dr. Watanabe, has succumbed to her wounds and been transformed into an Ophidian Husk.

Hour 16

- The Mutamorphic gestation of a Dikeracet has completed and it has begun to rampage through the facility.
- Dr. Watanabe is lost in the ensuing destruction [if previously uninfected].

Hour 20

- A second Larval Clutch has formed.
- Michael has located the Renovatius sample and has moved it to his Hidden Alcove [pg. 22] for safe-keeping and future experimentation.
- The Shen Kuo Facility has been overrun by Intilicets.

COUNTDOWN TO DOOM

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Image ©ESA/Hubble & NASA, I. Karachentsev; CC BY 4.0

///ACT II - HIGH ORBIT & ATMOSPHERIC ENTRY

///HIGH ORBIT

» As the Crew enters the Eridani system they will find 51 Eridani B the 2nd planet from the sun. It is a jovian planet twice the size of the Sol System's Jupiter.

  » Ur is the first moon orbiting this planet

» A Data Buoy satellite circles Ur, periodically transmitting a signal to any ships entering orbit [see table below]

///1D10 BEACON DATASETS	
1-2	Beacon damaged by a recent ion storm; no data received
3	No macrofauna has been found to exist on the jungle moon of Ur
4	The megaflora of Ur reproduces via explosive pollen and spores
5	The air is not toxic but reports have been made of difficulty breathing if exposed to the atmosphere for extended periods of time
6	Research conducted by the Shen Kuo facility has been focused on the rumored regenerative properties Ur's megaflora
7	A datagram of Dr. Watanabe's notes and research secured with with 8.2Gb encryption [only a successful Hacking Check can decrypt the datagram, susceptible to acoustic cryptanalysis [+10%]]
8-9	Transmission from the Shen Kuo: *'To any inbound shi- *fssh* -ttacked by cre- *fssh* -rom the jungle. *fssh* Please send help! Send he- *fssh* Aaargggh!!!'*
10	All data stores in tact; recover Datasets 3-9

» As the ship attempts to enter the atmosphere the ship may be affected by a Cosmic Anomaly

» Roll against the Cosmic Anomalies table [below]

///1D10 COSMIC ANOMALIES	
1-3	Micrometeorite storm punctures a hole in the ship's hull causing rapid depressurization
4-6	Solar flare from 51 Eridani
7-9	Ion storm in the upper atmosphere wreaking havoc with the ship's electrical systems
10	No anomalies, the ship is able to land without issue

///ATMOSPHERIC ENTRY

» If the Crew encounters an anomaly, have the pilot make a Crisis Check [Piloting skill recommended] and...

» Roll against the Damaged Systems and Landing Zones table [page opposite]

Critical Success: Don't roll; Crew is able to stabilize the ship enough for a turbulent but safe landing

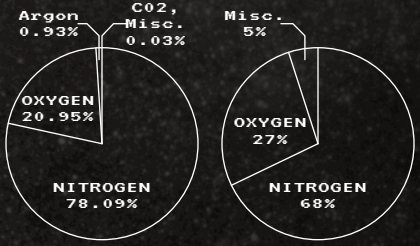
Success: Roll 1D10-1; Everyone on the ship makes a Fear Save or suffer 1 Stress

Failure: Roll normally; Everyone on the ship makes a Fear Save or suffer 1D5 Stress

Critical Failure: Roll 2D10 and take all effects; Everyone on the ship makes a Fear Save or suffer 2D10 Stress

WARDEN: You can make these rolls yourself or have the Crew roll to decide their own fate. I like to break it up depending on the circumstances.

///LUNAR PROFILE: UR



DAY/NIGHT
+
ORBITAL
CYCLES

51 Eridani B mark 1, colloquially known as Ur*, is a jungle moon orbiting the Jovian Planet of 51 Eridani B. It circles in a high orbit above 51 Eridani B's Northern Pole every 42 days and as such always receives some light from the system's subgiant sun. As with many jungle biomes, it is warm and humid with dense foliage and tree cover. Unlike the methane-dense planet it orbits, Ur's atmosphere is very near to Earth Norm.

Though no macrofauna is reported to exist on the moon, it is covered in megaflora that reproduces via explosive spores. The air of the dense under jungle is often thick with dust and pollen. Though these spores and pollen have yet to be observed as harmful to human life, most wear filter masks or respirators to filter out the pollen as it can cause difficulty breathing if exposed to the air for long periods of time.

*Before it received its current nickname, the original scouting party referred to 51 Eridani B mark as '雨林' [Urin] which loosely translates to *rainforest* or *jungle*. Once teams from T.A.G. began to scout the moon, its name was shortened.

///1D10 DAMAGED SYSTEMS AND LANDING ZONES		
-	[Critical Success] No damaged systems	Landing Zone A
1-2	Cargo Bay door rent from the ship's hull -1D5 Max Hull	
3-4	Fuel tanks punctured and rapidly leaking -1D5 Fuel	Landing Zone B
5-6	Oxygen tanks punctured and rapidly leaking -10% O_2 Capacity/30 min.	
7-8	Computer mainframe short circuited -20% Ship INT	Landing Zone C
9-10	1D5 thrusters have burst into flames For every lost thruster, remove from current Hull	
10	Roll two more times and take the results, re-roll repeats; On another 10, the ship is affected by all damage [This does not affect the Landing Zone sub-table]	

EDITOR'S NOTE:

The inspiration to name this module's moon **Ur** came from a few different sources. First was bastardization or anglicization of a generic term in another language. This is a common trope used to name places and I felt a cool way to give some more depth to the setting. Second was a reference to the ancient Mesopotamian city of the same name, wanting to evoke something old and unknown. Finally, ur- can be used as a prefix meaning *primitive*, *original*, or *earliest*. Again, evoking the thought of something ancient and mysterious. Something... PRIMEVAL...

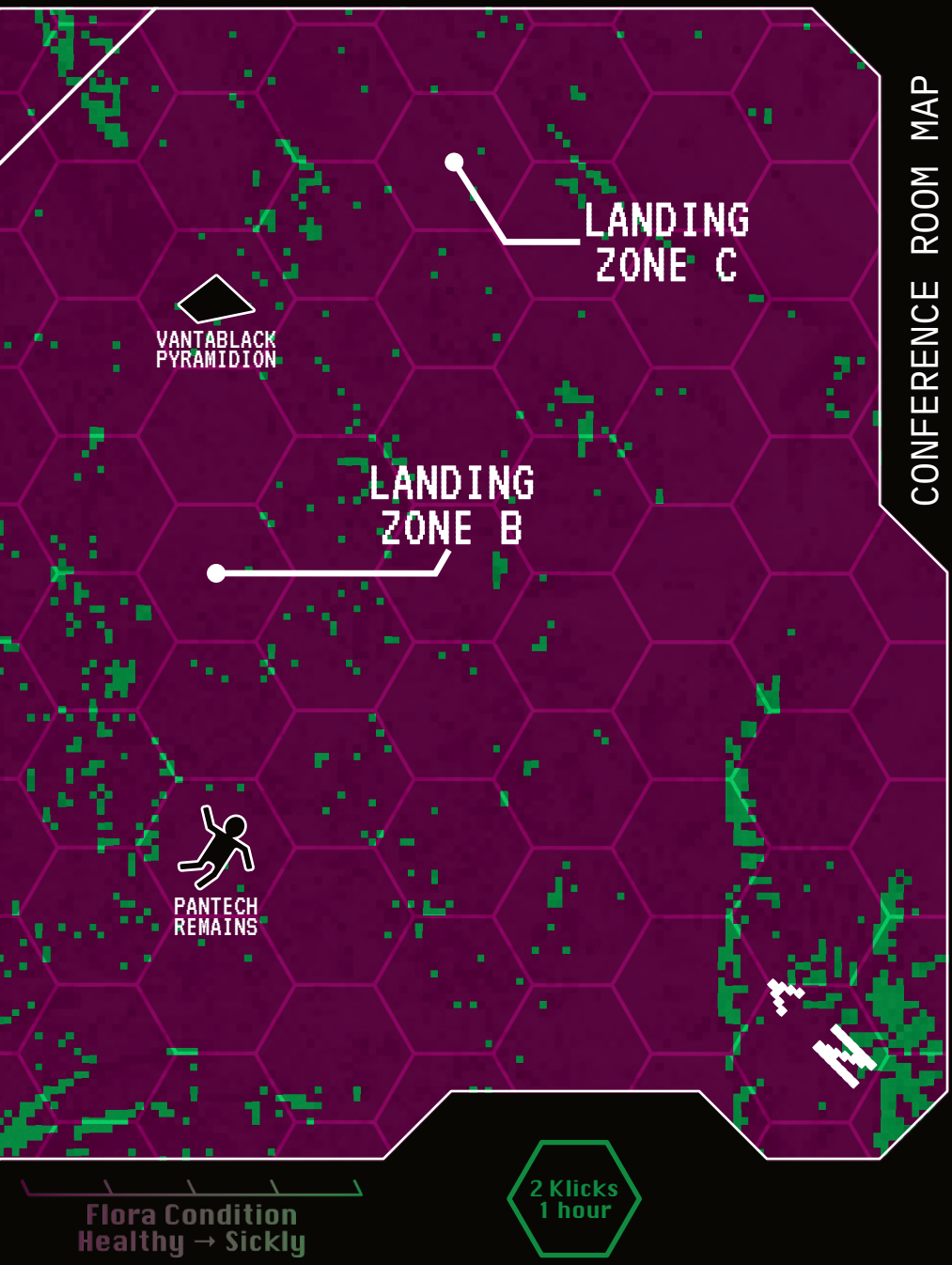
While the jungle moon Ur is fictionalized, the Eridani System, Sun and Jovian Planet described here are based on a real system. 51 Eridani B was first discovered and catalogued in 2014. I make no claims to be an astrophysicist, however, so please do not put any stock in the math or metrics listed here.

Image ©ESA/Hubble & NASA, I. Karachentsev; CC BY 4.0

51 ERIDAN

CONFERENCE ROOM MAP

IT B mark 1 UR


LANDING ZONE C
VANTABLACK PYRAMIDION
LANDING ZONE B
PANTECH REMAINS
CONFERENCE ROOM MAP
Flora Condition
Healthy → Sickly
2 Klicks
1 hour

//ACT III

WELCOME TO THE JUNGLE

The moon of Ur is a vast jungle covered by an extensive canopy shading a dense underbrush of vibrant plants, vines, and other flora. It is quiet, save for the occasional puff of an angiosperm expurgating motes of pollen. Rays of light from 51 Eridani filter through the canopy revealing dust and spores floating through the air. In contrast to the green horizon, dark, intestine-like roots with an oil-like iridescence twist across the ground.

- **Touchdown and Landing Zones**
  As the Crew passes overhead, they'll see the Landing Pad is currently occupied by another vessel, the Valkyrie[pg. 29]*, blocking the ability to land directly at the facility. There is little space between the edge of the Jungle and the clearing made to house the modular facility. Landing a mid-sized ship would be difficult if not nearly impossible.
    - Once the crew has landed on Ur, establish the time of their landing
      Day: 33% Chance
      Night: 66% Chance
- **Landing Zone A:** 7 Klicks
  Southeast of the Shen Kuo
  A clearing surrounded by dense jungle. It appears as though this was a favorite spot for scientists to come and collect samples as there is evidence of deliberate incisions and samplings taken from the surrounding flora. Several paths lead out of the clearing along with tracks belonging to some kind of all terrain vehicle can be clearly seen.
    - **Landing Zone Characteristics:** Advantage on checks determining their position and navigating out of the clearing
- **Landing Zone B:** 12 Klicks
  East of the Shen Kuo
  Somehow avoiding and bypassing most of the dense foliage of the upper canopy, the Crew has managed to set down in the midst of the thick underbrush of the jungle floor. The thick underbrush makes travel slow and difficult to orient oneself to the jungle.
    - **Landing Zone Characteristics:** On a failure to orient themselves in the dense jungle, it is possible to become lost without the aid of positioning software or some other means of geolocation. To determine the cardinal direction the Crew begins heading toward the Shen Kuo, refer to one of the Cardinal Headings tables [pg. 13]
- **Landing Zone C:** 19 Klicks
  Northeast of the Shen Kuo
  The crew has crashed into the canopy of Ur's treetop and now finds themselves suspended in the air some 30m above the jungle floor. While the thick, spiraling vines make traversal easy sounds of creaking branches and metal begin to fill the air.
    - **Landing Zone Characteristics:** The ship will not remain suspended forever. There is a 25% chance of the tree's branches giving way and the ship falling the remaining 30m. If it falls, anyone still inside must make a Body Save or suffer 1D10 DMG. Anyone outside needs to make a Speed Check or risk being crushed by the falling ship, suffering 1D10 MDMG.

***WARDEN:** If you wish to bypass the hex-crawl and go straight to the facility-crawl, ditch the Valkyrie and skip to Act IV opening the option to land directly on Module 06 - Landing Pad [pg. 26].

USE OF SOUND: If possible, an ambient soundtrack played here can help to increase the suspense for this scene. The juxtaposition of a living jungle compared to the stark silence can underline the impact and surprise of creatures jumping out of the cover of the thick foliage and attack the party.

///OVERLAND TRAVEL

WARDEN: Refer to the Conference Room Map [pg. 08-09]

- 1 hex = 2 klicks = 1 hour [rough terrain]
  - Each time the Crew enters a new hex, roll against the Jungle Encounter table [below] and the Jungle Clime table [below]
  - Weather patterns persist for approximately 4 hours
- For every 2 Hours [approx. 10-20 table minutes] spent in the open air without any kind of breathing support [filter, respirator, etc.], make a Body Save
  Failure: Progress one stage on the Respiratory Distress Track [to the right]

///RESPIRATORY DISTRESS TRACK	
Stage 1	No immediate affect
Stage 2	Allergy-like symptoms
Stage 3	Breathing becomes labored Begin to experience headaches, fatigue, and optic ataxia
Stage 4	Respiratory arrest Body Save or fall unconscious for 1D5 Hours
Stage 5	Suffocation Body Save or Unconsciousness & Death [PSG pg. 10.3]

///1D10 JUNGLE ENCOUNTERS		
	Day	Night
1	Crashed ORT-X4; chassis twisted and crankshaft damaged. 50% chance of its fuel source catching fire	
2	Galixeo TPS handheld mapper	1D10 Larvacets
3	Nagacet tracks [Sanity Save or 1D5 Stress]	
4	Xenolotus Pod	Sound of something rustling through the underbrush [Fear Save or 1D5 Stress]
5	Razorleaf	
6	Key Card [Engineering]	
7	Sarcofilanex	
8	Larvacet tracks [Sanity Save or 1 Stress]	Bioluminescent Flora (dull if raining]
9	Remains of two [2] Personnel. Roll against the Personnel Directory table [pg. 31], re-roll repeats.	
10	Empty Placental Intilicet Cocoon [Sanity Save or 1 Stress]	Extinguished Flare

///1D10 JUNGLE CLIME EVENTS		
1-2	Fog and a misting rain	75-88°F (24-31°C) 88-94% Humidity
3-5	Mild weather	85-95°F (29-35°C) 77-88% Humidity
6-7	Heavy Rain -10% Speed on the slick jungle floor	68-80°F (20-27°C) 90-100% Humidity
8-9	Sporestorm Typically occurring after a heavy rain, Sporestorms double the density of pollen in the air. -20% to Body Saves while in the affected Hex or for the next hour	70-85°F (21-29°C) 67-80% Humidity
10	Viridian Thunderstorm Any PC's with metal gear or armor must make a Body Save. On a Failure take 1D10 damage as they attract a rogue lightning strike	65-78°F (18-26°C) 94-100% Humidity

///OTHER HEX ENCOUNTERS

- The Vantablack Pyramidion
  - An impossibly black pyramid that can be held in two hands. It completely absorbs all light directed upon it. Enshrouded by roots, the sound of an otherworldly chorus emanates within the minds of any sentient creatures within a radius of 1km, growing louder as approached.
  - If touched, the creature touching the Pyramidion must make a Sanity Save or suffer 4D10 Stress as their mind is flooded with an unintelligible stream of questions gone unanswered by the cosmos. The creature's eyes are blinded by an obsidian film for 1D5 hours after touching the object.

- The Imploded Cylinder
  - A punctured and imploded cylinder resembling a vacsuit oxygen tank. The construction and materials do not resemble any known Terran make. Its cobalt and tungsten metal is covered by frozen condensation. Having been supercooled, it shatters if touched or disturbed along with any flora it was in contact with.
- The Xenomangal Trunk
  - A particularly large portion of trunk of the most prevalent flora on Ur. Patches of its bark have been stripped off, exposing a pale, vascular cambium. It is surrounded by the shriveled stalks of seven [7] Sarcofilanexes growing out of its roots. Their germination spikes are missing and their normally vibrant crimson is muted.
- The Pantech Remains
  - Consumed by the forest, is the corpse of a technician wearing a cream coverall uniform with quilted kneepads. A frayed Pantech Pharmaceutical patch is sewn onto one arm of the uniform. There is evidence of respiratory arrest brought on by an external allergen. Roll against the Random Items table [pg. 48-49].

TELEGRAPH DANGER: Whenever PC's are coming up to a new hex or a new module in the Research Facility, announce potential threats or encounters with leading information. Instead of saying, 'You see a Larvacet in the distance', try 'You notice what appear to be fresh tracks of a small, multi-limbed creature'. This will:

1. Immerse your players further into the narrative, making your game come alive and...
2. Give them an opportunity to react before the danger surprises them. Only in circumstances where poor choices or repeated failed checks should the PC's be put in a position for something to jump out at them.

///1D10 UNDOCUMENTED FLORA

1	A mirrored silver sphere flowering from a black stalk
2	A giant chartreuse pod that periodically lets out a puff of spores from a sphincter-like orifice
3	Phosphorescent lichen that combusts when exposed to artificial light
4	A massive dandelion-like plant with pulsing, neon seedlings that explode into spark-like motes when touched
5	A weaving ivy with plasma-like leaves that swell until their stems can no longer support their weight and snap off, boring a hole into whatever is beneath it and begin the process anew
6	Prismatic fungi that trace dark roots in right angles and, in the mother tongue of the observer, inscribe the words: *'Unto the black of thine eye dost the mind of the Ilaequißtriarck wander'*
7	Stalkless petals whose cannibalistic stamen derive nutrients from the motes drifting throughout the Urish atmosphere
8	A translucent vine that releases dissonant screams like an electric violin
9	Proto-tubers nestled into other flora like cancerous abscesses siphoning nutrients from its host
10	Spiraling seedlings the color of nausea

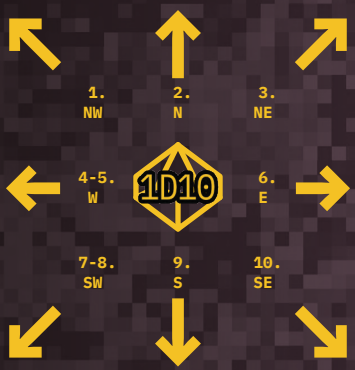
BECOMING LOST: Due to the density of Ur's flora and jungle biome, it could be very easy to become lost without a concrete understanding of one's location. However, the Crew should have a basic understanding of where the facility was before finally touching down on Ur. Here are a couple of hints that can help guide the party toward the Research Facility.

- Initial trajectory of any ships descending from orbit would have put the Shen Kuo to the West
- Jungle flora gets more sickly and shriveled the closer it is to the Shen Kuo
- Evidence of biological samplings become increasingly more common closer to the Shen Kuo

In the event the Crew is still unable to get their bearings, have them roll against the Cardinal Headings table [adjacent]. This provides a random direction to for them to head.

WARDEN: Take care with this as it may turn your session into a survival and resource management adventure. For details on how to handle this, refer to the Food and Water [PSG, pg. 8.2] subsection.

///1D10 CARDINAL HEADINGS

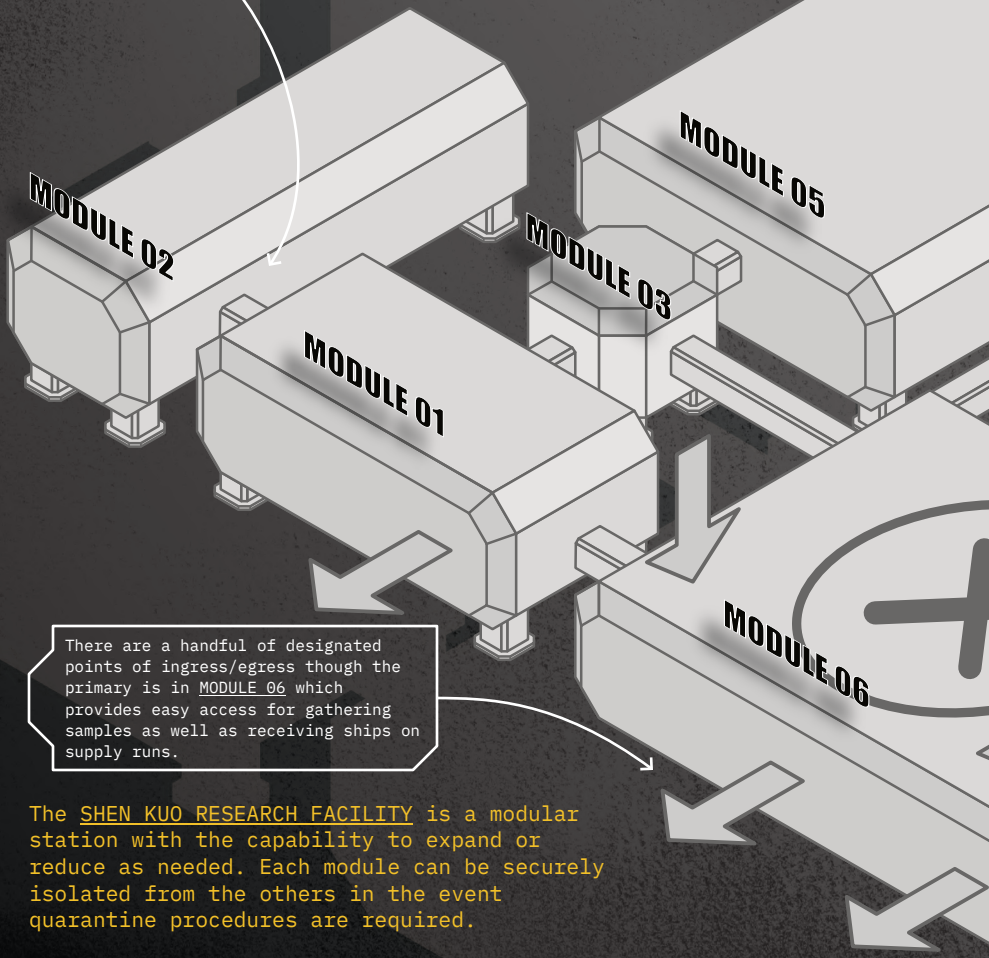


NOTE: For Horizontal Hex-based grids, re-roll results 4-6 [West and East].

This table is specifically designed for **PRIMEVAL_** to favor results heading towards the Shen Kuo Research Facility. Results may vary for use with other Hex Crawls but the concept can be easily adapted to use 1D8.

SHEN KUO RES
51 ERID

Corridors secured by automatic sliding doors and security panels [see Security [pg. 17]] connect nearby modules to one another. Those listed on the official plans can be seen here.

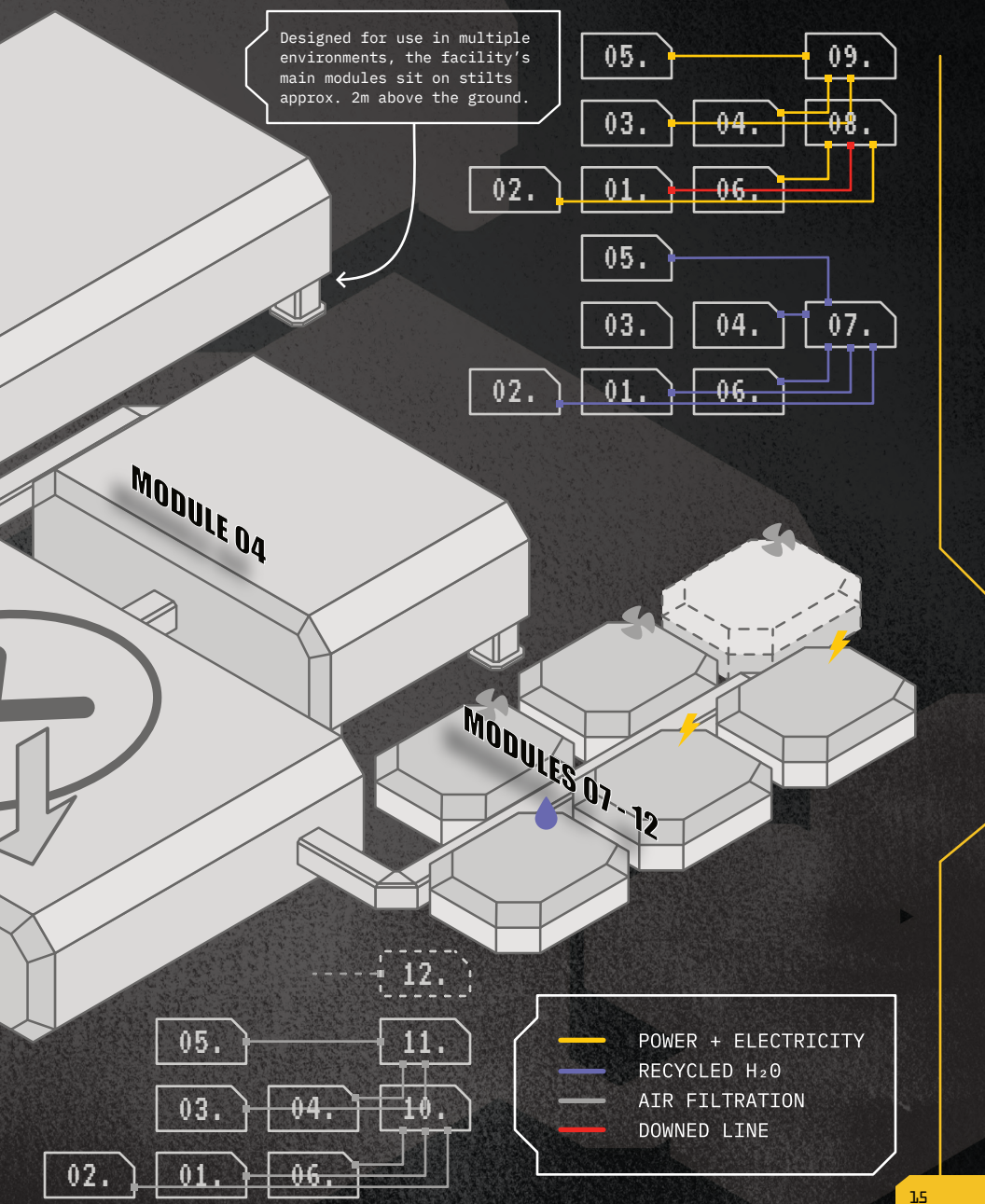


There are a handful of designated points of ingress/egress though the primary is in MODULE 06 which provides easy access for gathering samples as well as receiving ships on supply runs.

The SHEN KUO RESEARCH FACILITY is a modular station with the capability to expand or reduce as needed. Each module can be securely isolated from the others in the event quarantine procedures are required.

MODULE 01 - Administration Offices
MODULE 02 - Personnel Dormitories & Recreational Facilities
MODULE 03 - Decontamination Suite
MODULE 04 - Auxiliary Laboratories & Medical Offices
MODULE 05 - Primary Laboratories & Operations Center
MODULE 06 - Garage, Warehouses, & Landing Pad
MODULES 07-12 - Generators & Plants

EARCH FACILITY
ANI B mark 1 UR



FACILITY DIAGRAM

//ACT IV - WEIRD SCIENCE AT THE SHEN KUO

As the sickly, decaying flora of Ur's jungle opens onto a clearing, the Shen Kuo Research Facility lies before you. The facility is a series of interconnected modular structures of metallic alloy and plasteel construction. Many of the modules sit on stilts, raising them above the jungle floor.

Cut out of the jungle, winding paths and tracks lead to wide bay doors of a large garage, one of the few structures not elevated above the jungle floor. Behind this structure appear to be a series of several smaller structures acting as generators or plants of some kind.

The facility is quiet and, upon initial approach, there is no visible damage or sign of immediate danger.

Weird Science at the Shen Kuo gives a brief overview and a few tools and formatting styles to be aware of while the Crew explores rooms and uncovers secrets in the 'facility-crawl' portion of this adventure.

Once you've finished reviewing the following tables, flip to the page that highlights whichever Module the Crew chose to enter first.

ROOM FORMAT

0A. Room Name [Condition Tag]
> Point[s] of Interest and description
  ◇ Items to interact with or give to the Crew

///1D10 FACILITY ENCOUNTERS

NOISE TRACK The Crew should be cautious and quiet while investigating the facility as sound and loud noises may attract creatures roaming the halls. Sound may be the result of Failed Checks resulting in knocking something over, gunshots, etc. Use 1D10 as a Noise Track Counter, increasing each time the Crew causes a noise. This resets after 30-min of real-time gameplay, if the counter does not increase. Each time a noise occurs, increase the counter and roll against the Facility Encounters table.

TRACK MOD.	NOISE TRACK	ENCOUNTER
+0	1	Nothing happens
	2	Sounds of nearby movement and metal creaking [1D5 Stress]
+1	3	The sound of a stalled hydraulic pipe echoes
	4	1D5 Larvacets roam through the corridors
+2	5	Two [2] Ophidian Husks howl in a nearby corridor
	6	1D5 Ruptacets or Intilicet Chimeras
+3	7	Two [2] Dracocets and an Intilicet Chimeras
	8	A Nagacets wanders into an adjacent corridor
+4	9	A Coagacet drops from the ceiling and moves towards the nearest Crew Member [25% chance it lands on them]
	10+	Two [2] Nagacets and 1D5 Larvacets or Intilicet Chimeras

EDITOR'S NOTE:

The Shen Kuo Research Facility is named after a Chinese scientist from the Song Dynasty. Among the several other fields of study he pursued, **Shen Kuo** was known for his study of and research into predatory insects and their role in protecting crops against pests. Much in the same way, Ur finds a way to protect itself against the scourge that is the Takahashi Advanced Genetics Research Team.

Security within the facility is tight so it is not uncommon to see Security Panels which provide access using Key Cards. These can be used to gain access between corridors, modules, and even some computer terminals. On each pad is typically an icon or symbol that represents which department or division has permission to access a resource.

In most T.A.G. installations, the Key Card belonging to the Chief of Security acts as a Master Key that can override all security panels in an emergency. If trained, a successful Hacking check may bypass these locks.

Counter-clockwise from top: Security [Master/Override], Sciences, Medical, Engineering, Administration, Nutritional

As soon as the crew nears or enters the Research Station, roll against
- The Idle Activities table [below] to see where Michael is and what he is doing
- The Places of Refuge table [below] for the location and condition of Dr. Watanabe

///1D10 IDLE ACTIVITIES

	ACTIVITY		LOCATION
1-2	Watching Akira Kurosawa's *'Ikiru'*		Module 04. Aux. Labs & Medical 4-. Hidden Alcove [pg. 22]
3-4	Self-grooming* [Roll 1D10]		Module 02. Personnel Dorms 2K. Showers & Lavatories [pg. 21-22]
	1-2	Swapping irises	
	3-4	Dying his hair	
	5-6	Filing his nails	
	7-8	Shaving	
	9-10	Brushing his teeth	
5-6	Tampering with a breaker box		Module 01 - Administration 1C. Ladder Alcove [pg. 18]
7-8	Conducting (unauthorized) experiments on Xenoflora		Module 05. Primary Labs 5A. Genetics Lab A [pg. 24]
9-10	Calisthenics		Module 02 - Rec. Facilities 2A. Main Room [pg. 20]

*These activities are not part of maintenance sub-routines for A.T.T.O.M. model androids.

///2D10 PLACES OF REFUGE

	LOCATION	CONDITION
1-2	Module 05 - Primary Laboratories 5A. Operation Center, SE Cabinet	Currently Unharmed
3-4	Module 05 - Primary Laboratories 5A. Dr. Watanabe's Office	Unconscious
5-6	Module 02 - Personnel Dormitories 5A. Dr. Watanabe's Quarters	Wounded, Hits: 2 [0] unless treated
7-8	Module 02 - Recreational Facilities 2B. Galley, Prep Table Lower Shelf	50% chance of a bone break, roll against the Hit Location Chart [PSG, pg. 10.1]
9-10	Module 04 - Medical Offices 4D. Operation Theater, DaVinci 80K	Coagacet infection

WARDEN: These locations are notated as Refuge? on each module map for quick reference

Power Cut [RESTORE POWER]
Air Filtration Down [RESTORE POWER]
External Comms & Network Access Down [RESTORE POWER] [RESTORE COMMS ANTENNA]

The administrative offices are neat and constructed of durable and solid metal alloys. The corners of the hallways and rooms are cut at a diagonal, giving them an octagonal shape. Each is connected to the other by thick, sliding doors. Security pads on the off-white walls next to these doors provide access between each corridor and module.

1A. Reception & Clerical Desks [Low-light]

- A single long desk with two computer terminals, behind it a large sign with the Takahashi Advanced Genetics logo, there is a thin window on the southern wall
- Terminal A [RESTORE POWER] This beige terminal has a yellow-on-black CRT-style monitor with CLI-based interface and an integrated mechanical keyboard. Unlocked, with what looks like an attempt to dial out: *'CONNECTING... CONNECTING...'* This terminal is stuck trying to get a network connection. It cannot be used for anything else. A cup of coffee that is still warm sits next to this terminal.
- Terminal B [RESTORE POWER] This terminal contains basic information such as:
  - Personnel Directory
  - Facility Agenda and Schedule *'Upcoming Event Reminder: Corporate Retreat! In 2 days'*
- East Door: Garage & Warehouse

1B. Hallway [Dark]
The hallway has two [2] doors leading to other modules:

- North: Module 03 - Decontamination Suite Security Pads go into lockdown without power [RESTORE POWER]. Can be forced open with a successful Strength Check.
- West: Personnel Dormitories The Western door leading to the Personnel Dormitories is ajar. Stuck between the door, and keeping it ajar, is a partially bisected corpse. The lower half is in the hallway missing a shoe, the torso in the connecting corridor. Deep lacerations cover the body's back. Closer inspection reveals a name-tag of Javad Ozgalian. A symbol of a File Folder embroidered onto his coveralls.
- Northwest Corner: a Ladder Alcove [1C] providing access to a roof hatch

1C. Ladder Alcove [to Roof]
The Antenna requires power to transmit [RESTORE POWER]
The Data Cable from Server Room to Antenna has been severed [REPAIR CABLE]

- A 2.5m parabolic SHF Band antenna used to relay telemetry to the Data Buoy [pg. 06]
- Near the ladder is a Breaker Box. The external cable connecting the breaker to one of the Generators [8] has been severed. Replacing the damaged cable from stores in the Warehouse [6D, pg. 26] will take one [1] hour to restore power to this module. The Circuit Breaker for the Server Room [1D] is missing. It needs to be replaced from a spare in the Warehouse.

1D. Server Room [Dark]
[Locked: Administration, Engineering]
Facility servers and internal LAN are down; terminals have local storage access only [RESTORE POWER]

- Computer Racks A small, cooled room with two [2] racks of computing and networking servers. All Shen Kuo computer terminals connect back to this room.
- The Racks are loaded with Networking Switches and Computer Servers with Swappable Hard Drives [Encrypted] labeled per dept.
  - Administration Hard Drive
  - Sciences Hard Drive [x2]
  - Security Hard Drive

1E. Conference Room [Low-light]
Large South-facing window, one [1] large conference table and chairs, and a large map on the Northern wall

- The Conference Room Map [pg. 08-09] displays the surrounding jungle. Circles and notes with codes indicating samples and expeditions out to the jungle

- Conference Table:
  - A tray with a water carafe and glasses
  - Several Minidisc Cartridges with Administrative Data [Payroll and Accounting Reports, minor clerical errors]

1F. Facility Administrator's Office [Dark]
Decorated with pictures of Adelaide Oseguera's family and documents in neat, organized piles

- The remains of two [2] personnel. Roll against the Personnel Directory table [pg. 31]
- A Terminal that contains a drafted letter entitled: *'Notice of the Untimely Demise of Facility Personnel'*. It is addressed to the family one of the facility personnel. Roll against the Personnel Directory table [pg. 31]

1H. Mental Wellness Offices [Low-light]
A series of rooms used for Psychiatric evaluations and 'quiet spaces' for meditation and reflection. The remains of Fable Blanck are draped over an ottoman.

- Two [2] items from the Random Items table [pg. 48-49]

1G. Office of Dr. Eggermann [Dark]
This room consists of a modern sofa and armchairs in neutral colors. It is designed for psych evals and is eerily comfortable.

- Staff Psychiatrist's Terminal [Locked: Dr. Eggermann] Dossiers on Shen Kuo personnel; many of them are corrupted and irretrievable.
- Minidisc Cartridge Reader
- Metal, Double-Pedestal Desk Cowering under the desk is Mrs. Delphina Philina who somehow managed to escape her terminal, and her coffee, in Reception and hide. Her knees are pulled up to her chest and she is muttering, *'They got Javad... They got Javad...'* over and over. She is in shock.
  - Drawer False Bottom [SECRET] **Hint:** Contents of the drawer are sitting unevenly.
  - Minidisc Cartridge labeled *'Conspiracy??'*. It details reports of things having gone missing, hearing strange sounds at night, and complaints of unfinished work despite statements of job completion.
  - Key Card [Dr. Eggerman]

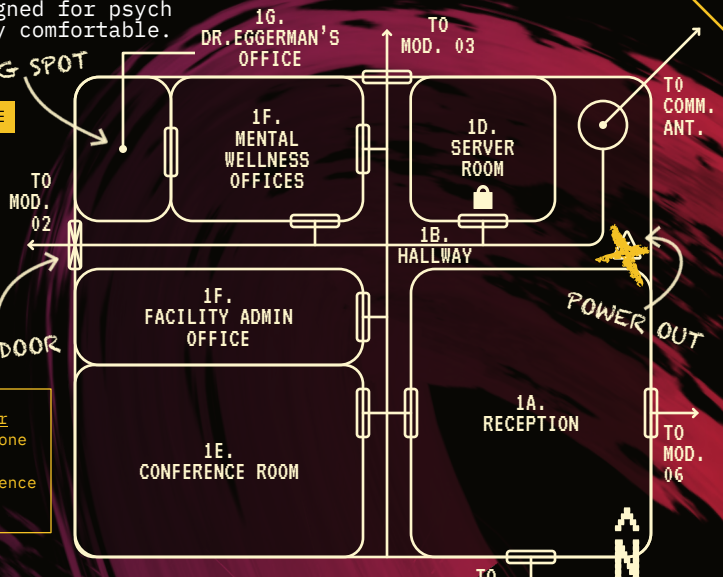
///FOR YOUR CONSIDERATION
- > Time
- > Lighting
- > Sound/Noise Level
- > Smell

///SECRET CACHE

If the Crew found their way to Ur via a rogue S.O.S. Transmission, there is a Safe in one of the offices with:

- An item from the Random Items table [pg. 48-49]
- 200kcr [Crew] or 50kcr [Individual]

WARDEN: The Circuit Breaker was removed by Michael in one of his many attempts to prevent record of his presence on Ur.



MODULE 02 - Personnel Dormitories & Recreational Facilities

Module 02 comes off of the Administrative Offices. The interconnecting corridor opens onto the Rec Room where overhead lights hang and sway haphazardly, flickering on and off against periwinkle walls. Tables, worn chairs, and sofas are knocked over and stacked up as a makeshift barricade leading into the Personnel Dormitories to the North. Bullet casings and smeared blood cover the floor of the Rec room. Rushed graffiti is scrawled on the wall.

'But the end of all things is at hand; be ye therefore of sound mind, and be sober unto prayer.'

2A. Rec Room & Mess [Low-light]

- Table Tennis [2]
  Two tables, one is broken
  - If the Crew is able to take the time, playing a couple rounds of Table Tennis relieves 1D10 Stress. However, there is a 55% chance that the sounds increase the Noise Track and may attract 1D5 Ophidian Husks lurking in the Dormitories.
  - Each husk has name tag on their uniform for the purposes of identifying facility personnel. Each time a husk is defeated, roll against the Personnel Directory table [pg. 31].
- Faux Plants
  Several fake plants of silks and plastics in generic pots with a covering of artificial lichens and mosses; a schedule for keeping them 'watered' is pinned on a nearby wall.
  - On closer inspection, one of them is hiding a memento tucked away for safekeeping.
    - An item from the Random Items table [pg. 48-49]
- Terminal Cubicles [3]
  Provided for facility personnel's general use such as sending messages to family and friends, reading news, recording Personal Logs, etc. Each has a Minidisc Reader and are activated with a Key Card. Two [2] of them are not functional, having suffered shrapnel and bullet damage. One [1] is left open, unlocked, with what looks like an attempt to dial out: *'CONNECTING...'*. There is a 50% Chance it can be repaired but it holds no special information.
    - Key Card [Sciences]
- Vending Machine
  Melted Chuckle chocolate bars, stale Kosmo Potato Crisps, and flat Luna Cola soda pop
- Mess [Low-light]
  More a part of the Rec Room [2A] than its own separate space, the Mess has several large tables and benches for communal eating. Most have been knocked over or askew. Trays and utensils are scattered amongst the floor.

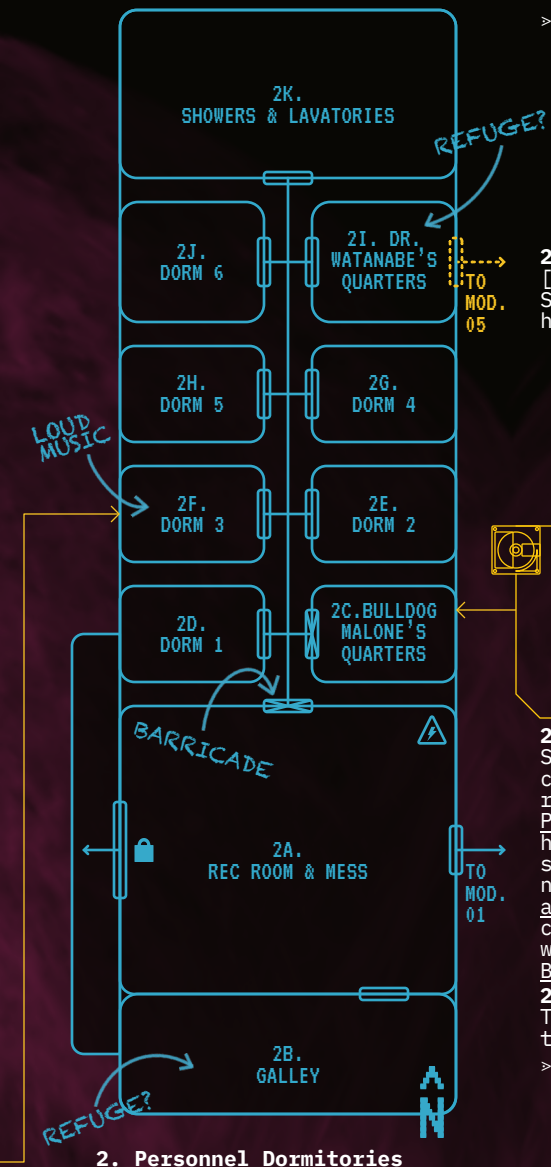
2B. Galley [Dark]

- A state-of-the-art galley with stainless steel prep tables and sinks that were once immaculately organized and cleaned. Several industrial-grade refrigerators line the Western wall and a small, step-in freezer is in the Southwest corner. Cooking utensils litter the floor including:
  - Pots and Pans
  - Chef's Knives and Butcher's Cleavers [use the stats for a Scalpel from the PSG [Inside Cover], minus Bleeding special]
- The remains of someone undergoing mutamorphosis [pg. 39] appear to have been trapped in the step-in freezer. Roll against the Personnel Directory table [pg. 31] for their identity.

Project Alamo

Listen, pard'ner. Old Laredo Jones is a patient fella but a deal's a deal. You made off with a small fortune, now it's time to deliver the goods. Get me T.A.G.'s Research Data or I will have to start looking into 'alternatives'.

HIDDEN ITEMS AND SECRETS: [SECRETS] are a great way to reward players for engaging with and exploring the environment around them. While a check may not be necessary to find a secret, you as the Warden can give them hints or leading clues to point them in the right direction. A secret door? Describe a section or panel of the wall being slightly different than the others. False bottom to a drawer? Describe the items in the drawer as not sitting quite level. Each will give the players an opportunity to engage with or ignore the hint.



2. Personnel Dormitories
Small, cramped quarters with utilitarian bunk beds and lockers to house up to four people per unit. Each has one or two small personal items for decoration and spare uniforms. Department heads typically share quarters save for Dr. Watanabe, who required that she have her own quarters. Loud music, Straight-Ahead Jazz, can be heard echoing throughout the dormitory corridor.

› **Makeshift Barricade**
Blocking a clear path into the Personnel Dormitories is a makeshift barricade standing approx. one [1] meter high; it's made up of chairs and tables from the rec room. Empty bullet casings litter the floor next to two [2] corpses in Merk-O-Tek fatigues sporting Liopleurodon patches

2C. Bulldog Malone's Quarters [Low-light]
Spartan quarters with Dog Tags hanging from a hat rack.

- ◇ Minidisc Cartridge labeled *'Personal Log'*
- ◇ A sticky note with *'2743'* written on it [PIN for the Makeshift Armory Lockers [6E, pg. 26]].
- ◇ Key Card [Security]

Personal Log: 'Bulldog' Malone

3032-11-09: Adelaide won't listen to my concerns or requests for additional security personnel. Had to hire some mercs with my own creds. This is the third time this month the perimeter alarms have gone on the fritz only for Baker's guys to find they've been damaged by some kind of corrosive... I don't know... ooze? Somethin' ain't right about this moon...

2D. Dormitory 1 [Dark]
Sounds of shuffling and hissing can be heard upon entering this room. An old tabby, Compton Pauncefoot, is curled up and hiding on top of a cabinet. Hair standing up at the back of his neck, the orange cat will hiss and scratch [1 DMG] anyone who comes near him. Can be appeased with food or a successful Biology [Zoology] Check.

2E. Dormitory 2 [Dark]
Two [2] Ophidian Husks linger in this room.

› On one of the spare bunks in the quarters is a makeshift electronics bench with experimental tech.
- ◇ Experimental Energy Barrier

2F. Dormitory 3 [Low-light]
The metal doors have been shredded and bent inward. Some small items are scattered items scattered on a small desk next to a Minidisc Stereo blasting 'Blowin' the Blues Away' by Horace Silver [PLAY]

- ◇ Minidisc Cartridge labeled *'Project Alamo'* [opposite]
- ◇ Two [2] items from the Random Items table [pg. 48-49]

Continued on next page >>>

2G. Dormitory 4 [Low-light]
Decapitated remains that appear to have been in the middle of changing out of their coverall. An inspection of their uniform reveals the nametag Faris Targun beside an embroidered wrench.

- ◇ An item from the Random Items table [pg. 48-49]

2H. Dormitory 5 [Dark]
One of the bunks is very neatly made and the sheets tucked in while the other three are disheveled and covered in food crumbs.

- ◇ Three [3] items from the Random Items table [pg. 48-49]

2I. Dr. Watanabe's Quarters [Low-light]
Filled with indoor ivies, succulents, and philodendrons along with a personal terminal with Minidisc Cartridge Reader. A few small items are scattered about the room:

- ◇ Dr. Watanabe's Key Card used to access her Office [5A, pg. 24] and [Sciences]
- ◇ Carbonated melon-candy wrappers

2J. Dormitory 6 [Low-light]
String lights are hung up around one of the bunks giving a soft, inviting glow to the room.

- ◇ Key Card [Administration]

2K. Showers and Lavatories [Low-light]
An open concept shower and lavatory with dividers separating the showers for limited privacy. The sound of running water can be heard from the entrance. A shower was left on over a fully-clothed corpse. Roll against the Personnel Directory table [pg. 48-49].

MODULE 03
Decontamination Suite

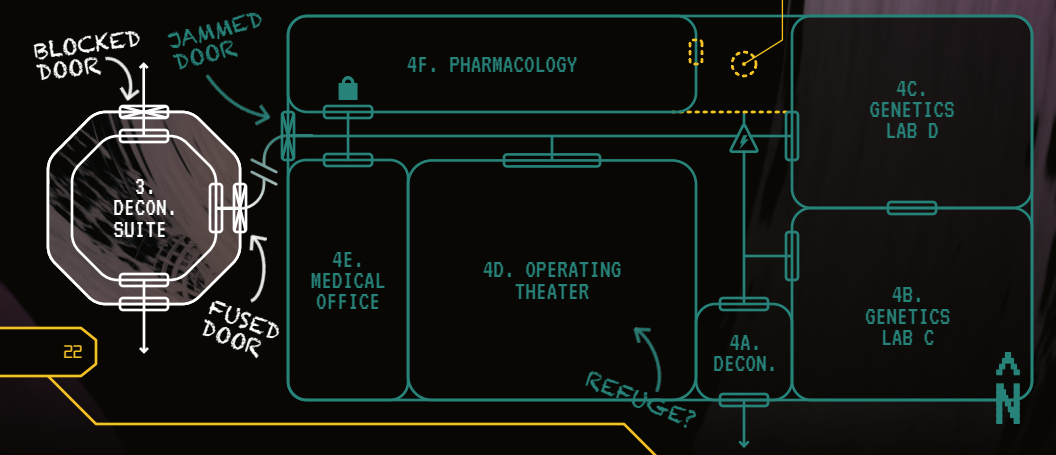
In the center of this octagonal room, an orange light silently flashes, warning of quarantine breach. The normally bleached-white walls now sullied by flesh-like vines.

3. Decontamination Suite [Low-light] [Low-level Spore Contamination]. This module has three [3] dual doors leading to connecting modules

- » South: Module 01 - Administration
  Both the inner and outer doors are shut and look mostly undamaged save for a few scuffs near the bottom. A flashing orange light can be seen through the small windows.
- » East: Module 04 - Auxiliary Laboratories
  The outer door has been fused shut by some kind of torch or welder. The corridor connecting the Decontamination Suite and the Auxiliary Labs has a blind corner [to the left if coming from Module 03]
- » North: Module 05 - Primary Laboratories
  The outer door is broken and stuck at an extreme angle. It is partially obstructing access to the adjoining corridor making traversal difficult.

HIDDEN ALCOVE: Michael has setup a room behind a false wall with an unlabeled trick breaker [revealed by a successful Mechanical Repair check]. It has access to the adjacent Hallway, Pharmacology, and even egress to the jungle floor. The small cache is littered with various oddities including vials of eyelashes and strange fluids. There is a 50% chance the crew will encounter him if he is in his alcove when they enter Module 04.

- ◇ Key Card [Sciences]
- ◇ Four [4] Automed Pills [PSG, pg. 17]



MODULE 04 - Auxiliary Labs & Medical Offices

The teal halls of these offices are quiet aside from the occasional metallic creaking of the module. Lights flicker and reflect off broken and shattered glass.

- **Exterior Door** [to module 03], broken/jammed. Broken mechanics on doors, repair to get through.
  Failure: The door is open enough only for a single, unarmored person to squeeze through, taking movement and action for one [1] round.
  The corridor connecting the Auxiliary Labs and Decontamination Suite has a blind corner [to the right if coming from Module 04].

4A. Decon Suite [Low-light]

- A small clean room.

4B. Genetics Lab C [Low-light]

- Two [2] stainless steel workbenches sit in the center of the lab, covered by various scientific instruments such as an electron microscope and a centrifuge with several solution filled-vials.
  - Experimental Xenolotus Antidote. Exposure to the atmosphere can compromise the antidote. Biology or First Aid check to administer on first use.
    Crit Fail: Seal broken no doses
    Fail: One [1] dose, seal breaks in process
    Success: Two [2] doses
    Crit Success: Four [4] doses
- Placental Cocoons Damaged, flesh-colored cocoons suspended from the ceiling. One is empty & flaccid, filled with acidic bile & undeveloped segmented limbs. The other still filled with a dense liquid. It smells of chemicals and rotting flesh. If cut open, the acid bursts out in a 2m radius. Make an Armor Save.
  Fail: Affected targets take 1D10 damage.
  Crit Fail: Armor Save is reduced by 10%

4C. Genetics Lab D [Well-lit]

- Several stainless steel workbenches line the walls with various scientific instruments such as pipettes, microscopes, petri dishes, &c.
- A medium-sized birdcage labeled *'Azu'*. Inside are remains of a female Indian Ringneck, a miscarried egg still lodged inside. After being infected by a Coagacet, the unborn egg mutated into a Baluvex. As the Crew enters the room, they may hear the rending of flesh and bone as the miscarried egg breaks free of its mother's corpse, floating enigmatically in the center of the cage. The Baluvex is not hostile at first.

4D. Medical Office [Low-light]

- Large pedestal desk with simple terminal.
  - Sticky Note with *'2046'* [Pharmacology [4F] Fridge PIN] scribbled on it
    - [SECRET] A false bottom to one of the desk drawers.
      Hint: bottom of drawer a slightly different color.
      - A bottle of rice wine

4E. Operating Theater [Well-lit]

- A medium sized room with a DaVinci 80,000 Gen2 Surgical Robot in the center and several metal cabinets lining the walls
  - First Aid Kit [x2]
  - Minidisc Cartridge labeled *'Personal Log'*

Personal Log: Dr. Vivat

3032-11-13: Something attacked one of the teams that went out to collect samples. They say it was a plant but the wound looks more like a puncture from some kind of creature. Due to massive blood loss one of them died before they even made it to the table. I only took this damn posting because I thought it was going to be a kush desk job. Something to get me off planet. Something to keep me away from the bottle...

4F. Pharmacology
[Locked: Medical]

- A small room with two [2] glass-door refrigerators for serums and medicines. They are both secured with an Industrial 10-Key Lock. The glass doors of the second fridge have been broken and several vials are missing.
  - Spore Sickness Antidote [2 doses]

EDITOR'S NOTE: The purpose of broken doors is not to prevent or restrict access but rather to throw an obstacle in front of the Crew; effectively 'failing forward'. In the event they need to get out in a rush, there is an exit affording limited egress, increasing tension when being chased by creatures. This is similar to the purpose of the Noise Track [pg. 16].

MODULE 05 - Primary Labs & Operation Center

Vein-like roots the color of torched flesh sprawl over the most of the russet walls and ceilings. Gutted scientists are strewn across the labs; their splayed corpses draped over broken instruments and computer terminals. Days-old dried fluid, some more fresh, recent, paints the walls. The air is thick with the chemical smell of sulfur, charcoal, and rotting flesh.

» **Exterior Door & Hallway** [to module 03] [Low-light]
The door and hallway are partially consumed by organ-like alien growths stretching across the walls and floor that periodically throb and pulse. It grows denser closer to the Operations Center [5F], ground zero of the Intilicet outbreak.

5A. Dr. Watanabe's Office [Low-light]
[Locked: Dr. Watanabe]
A cramped office crowded with potted ivies, philodendrons, and succulents along with several cultures and scientific instruments.

» A Terminal with minidisc reader
» A [SECRET] door to her quarters in the Personnel Dormitories [2I, pg. 22]
◇ A vac-sealed container labeled *'Orchidaceae Eridani Renovatius'*

5B. Genetics Lab A [Low-light]
[Locked: Sciences]

» Several stainless steel workbenches with pipettes, centrifuges, microscopes, petri dishes, etc. Containers and vials filled with formaldehyde and specimens of perverse experiments. Roll against the Weird Experiments table [pg. 25].
◇ Samples 51eb1-001 and 51eb1-002

5C. Genetics Lab B [Low-light]
[Locked: Sciences]

» Several stainless steel workbenches with pipettes, centrifuges, microscopes, petri dishes, etc.
◇ Sample 51eb1-003
◇ A Minidisc Cartridge labeled *Personal Log*

Personal Log: Dr. Imani

Dr. Imani reporting. Eleventh of November. Thirty, thirty-two. The bark of what we've come to call a 'xenomangal' appears to have overlapping scales like an insect's scutum. Further study is warranted.

5D. Taxonomy [Low-light]
Lab comprised of numerous samples and terminals.

» Terminal with Analytical Spectrometer attachment. Used for the analysis of specimens and samples. It can be used to identify samples in the Crew's possession. If the sample comes from a creature with stats, it reveals one [1] stat or special ability.
» Hiding among the workbenches is Otto Elyk, one of the expedition's Research Assistants. There is a 40% chance he is unconscious, and 20% chance of Coagacet infection.

5E. Decontamination Suite [Low-light]
[Locked: Sciences]

» A small clean room with a coat rack for hazard suits and a window that looks into 5F. Operation Center.
◇ A Minidisc Cartridge labeled *Personal Log*

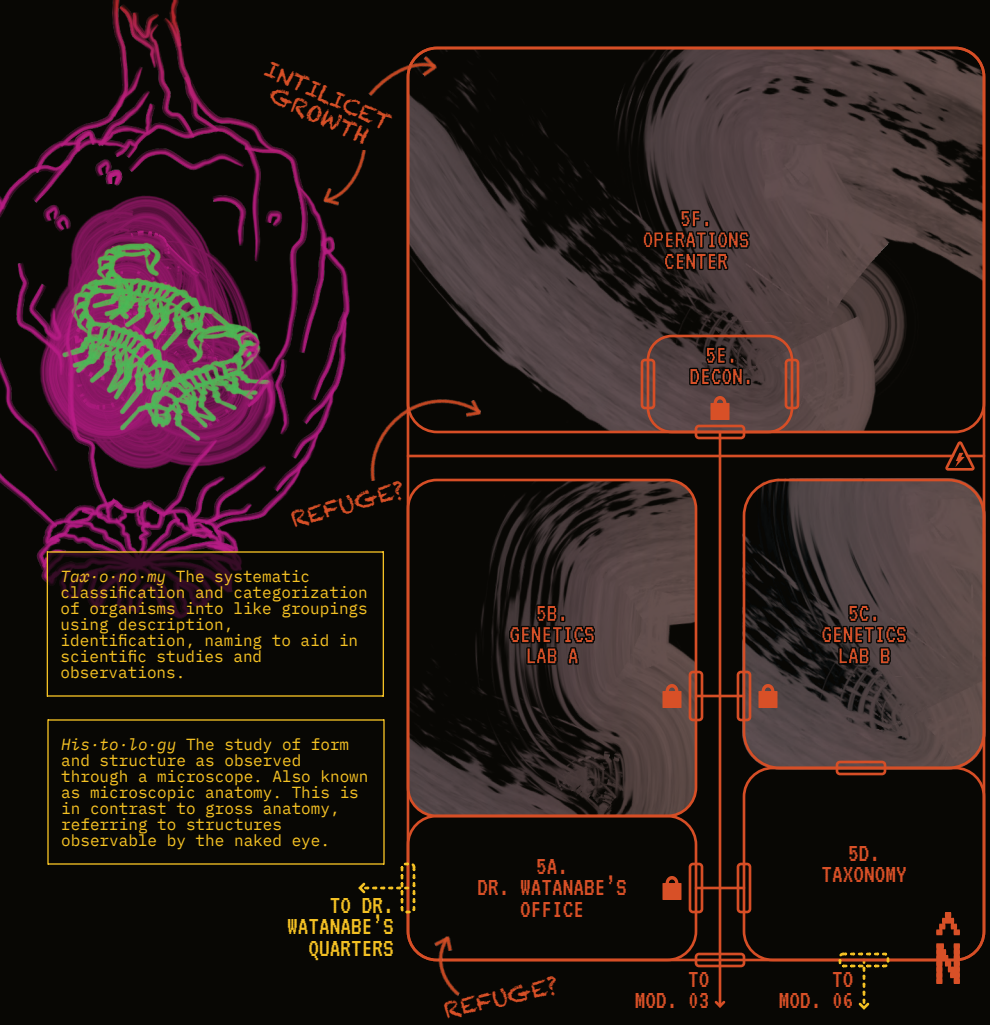
Personal Log: Khatia Nasser

3032-11-06: The hum of the generators has awoken something. Several of the perimeter beacons have been damaged. I don't feel safe on our expeditions. Dr. Watanabe dismissed my concerns, said not to bother her with trivial minutiae. 'The planet was vetted for fauna and cleared. You're worried over nothing.'

5F. Operation Center [Low-light]
Lights flicker against placental cocoons suspended from the ceiling. The many terminal stations, control panels, and shattered glass vats are overgrown with the flesh-like sprawl slowly consuming the Shen Kuo. Remains of facility personnel lay underneath the cocoons as though an offering for alien gods.

» In the center of the room is a bulbous, trunk-like cocoon. If backed by a flashlight, it's semi-translucent skin reveals a Larval Clutch slowly melding and molting into one another in the final stages of mutamorphosis [pg. 39].
» In the Southeast Corner, three [3] Ruptacets gorge themselves on the stomach and intestines of a corpse, feeding off of the body's more acidic organs.
» In the Southwest Corner there are several metal cabinets that may currently be empty but just large enough for a single unarmored adult.

1 2 3 4 5 6 7 8 9 10 11 12 13 14
ACID < - - - NEUTRAL - - - > BASE



Tax·o·no·my The systematic classification and categorization of organisms into like groupings using description, identification, naming to aid in scientific studies and observations.

His·to·lo·gy The study of form and structure as observed through a microscope. Also known as microscopic anatomy. This is in contrast to gross anatomy, referring to structures observable by the naked eye.

///1D10 WEIRD EXPERIMENTS	
1-2	A specimen cut from the iridescent tree of the jungle. Cut, splayed open, and pinned for dissection. It resembles an intestinal tract more than an arboreal root.
3-4	A series of flasks and beakers that appear to be distilling a chemical compound from the leaves of a jungle plant. The result is a luminescent purple solution labeled Renovatius Serum.
5-6	Floating in a pale yellow solution, human limbs with plant-like growths sprouting out of pores. In another dark arboreal xeno-bark grafted to a slab of muscle in the place of skin.
7-8	Suspended in a large glass tank, a set of yellowed, pockmarked lungs, seeded with Xenolotus spores. They are connected to a respirator and occasionally emit a sickly wheezing sound.
9	A vacuum-sealed glovebox with electrical nodes attached to a Coagacet. A clipboard logging varying levels of ampere applications showing inconclusive results.
10	Inside a glass cylinder with brackish liquid is a Xenomangal branch with a human fetus grafted to it, growing out of it. Dark, iridescent sclerite grow in patches over the fetus' epidermis.

Sitting directly on the dark soil of Ur, the large, bare-metal garage houses several all-terrain rovers, machines, and extra stores used by the Shen Kuo personnel. What would normally be a hub of activity lies dormant, a testament to the silent malevolence of Ur.

6A. Garage [Well-lit]

- A side entrance provides personnel access through a smaller, hinged door.
- A large, metal roll-up door designed for vehicle access. Deep, 3 meter-high gouges and scratches mar the metal paneled door. It stands ajar, raised approx. 30cm above the ground. In one corner it is abruptly bent out of shape.
- A sign *'0 Days Since Injury'* hangs on a wall with a smeared bloody handprint on it
- Several different vehicles in the garage. One of the ORT X4's has been tipped on its side, it's fuel tank drained and engine flooded requiring time to repair or a successful Mechanical Repair check.
  - Three [3] ORT X4 all-terrain vehicles
  - One [1] ORT X2-C cargo carrier for larger hauls
  - One [1] H.E.L. Suit

6B. Freight Elevator [Well-Lit] [Locked: Engineering]

- A cargo lift used to move goods up and down from Landing Pad [6G] into the Garage and Warehouses. It can support up to 2.5 tons and is large enough for one [1] mid-sized vehicle, such as an ORT-X4. It is controlled by a push button switch mounted to the railing.

6C. Gantry-Mounted Hoist Crane [Well-lit] [Locked: Engineering]

- Suspended above the main floor of the Garage is a tri-axis hoist crane. It is used for moving heavy equipment such as engine blocks and larger analytical instruments. It's capable of lifting and moving approx. 1 ton. It's controlled by a wired push button switch hanging near the Eastern wall.

6D. Warehouses [Well-lit]

- Extra stores for food and raw materials for common repairs to the facility. Most of this has been stripped for repairs and barricades.
  - Circuit Breakers and other electrical components
  - Electrical and Data Cable
  - Industrial-grade Duct Tape
  - One [1] unit of Ship Fuel

6E. Mechanics' Lockers and Makeshift Armory [Well-lit]

Behind a chain-link fence are four [4] lockers dedicated to Engineering. Each has a personal effect. Roll against the Random Items table [pg. 48-49].

- Locker #4 [SECRET] A false panel in the top has a hidden stash. **Hint:** Out of place scratches near the false panel.
  - StimPacks [3]
- Three [3] have been dedicated as a Makeshift Armory [Locked: Merk-O-Tek or PIN] Set aside by 'Bulldog' Malone. 'Armory' currently empty save for:
  - Rainer Industries Gauss Rifle
  - A Tactical Knife
  - Butane Fuel Canister

6F. Catwalk and Stairs [Well-lit]

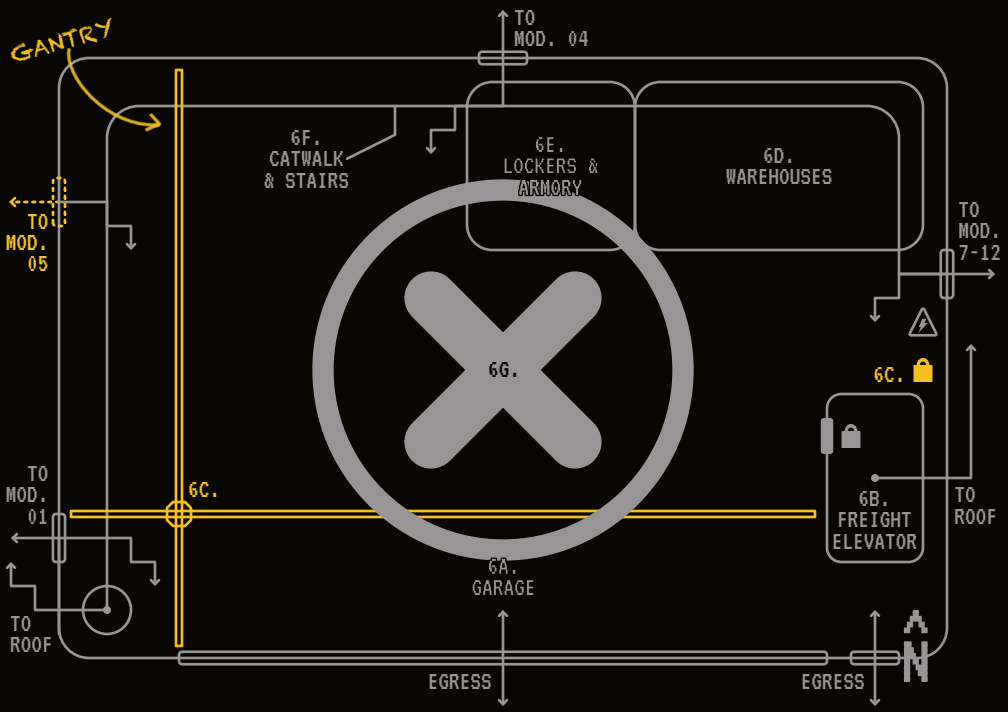
Stairs from the ground lead to a metal catwalk suspended over the garage. It provides access to the adjacent modules.

- North: Module 04 - Auxiliary Laboratories & Medical Offices
- East: Modules 07-12 - Generators & Plants
- Southwest Stairs: Module 06 - Landing Pad
- West: Module 01 - Administration
- Northwest [SECRET]: Module 05 - Primary Laboratories **Hint:** One of the wall panels is raised and discolored

6G. Landing Pad

On the garage's roof is a Landing Pad used for mid-sized ships.

- It is currently occupied by a freight-shuttle, the Valkyrie. It is currently disabled and without fuel. Adequate time to repair or a successful Mechanical Repair check and one [1] unit of fuel will get it running.
- In the Southwest corner is a stairway leading down to the Catwalk [6]
- A railing in the Southeast Corner marks the location of the Freight Elevator [6B]



MODULE 07-12 - Generators & Plants

Connected to the Garage by a [well-lit] exterior catwalk suspended over the jungle floor are five stand-alone modules. Each enclosed module has a small walkway encircling a mechanical core. These independent plants add a steady humming chorus to the otherwise quiet moon of Ur.

Catwalk connecting to:

» South: Module 06 - Garage & Warehouses

Module 07 - Water Plant

» A large tank and filtration system to ensure no particulates or contagions make it into the recycled water supply.

» The tank connects to the plumbing and sprinkler systems throughout the facility.

Modules 08-09 - Power Generators

» Large centrifugal generators power the many systems required to run this facility. The noise of the machines is deafening and requires ear protection, found hanging near the module's entrance.

» The high-voltage run between MODULE 08 and MODULE 01 has been severed [pg. 18].

◇ Key Card [Engineering]

Modules 10-12 HVAC Filtration

» While Ur's air is breathable, the constant barrage of pollen and spores requires the air system to be closely monitored. Maintenance logs show filters were replaced every two [2] days by 'Chief' Baker or her team. There are also notes to suggest Dr. Watanabe's team occasionally collected cultures from the filters.

» An incomplete third module. 'Chief' and her team were in the process of constructing an additional plant to offset the dense miasma of Ur's atmo.

◇ A Plasma Torch used for welding

◇ An Industrial Chainsaw

///ACT V
ESCAPE

At any point during the adventure, the Crew can attempt to escape Ur, leaving the Eridani System behind them. This may be regardless of the Mission Objectives [pg. 03] status or it may be to report back to their contact[s] and collect the reward.

To do this, the Crew needs to:

- Escape the Shen Kuo Research Facility
- Decide which transport to take
- The Valkyrie, if its engines have been repaired and it's been fueled
  - As the Valkyrie has been stagnating for weeks, roll against the Intilicet Stowaway table [right]
- The Icarus [or the original ship the crew arrived in]
  - If choosing this option, they need to complete a Reverse Hex Crawl back through Ur's Jungle.
  - Refer to the resources and tables in ///Act III - Welcome to the Jungle [pg. 10] and Conference Room Map [pg. 08-09]

///1D10 INTILICET STOWAWAYS	
1	No stowaways
2-3	1D5 Larvacets reveal themselves after takeoff
4-5	Just before takeoff, a Ruptacet bursts in the engine room causing damage to the ship's hull
6-7	A Coagacet-infected Larvacet corpse bursts open. The Coagacet rushes towards the nearest Crew member.
8-9	1D5 Dracocets reveals themselves as soon as they hear commotion [roll Instinct] on board the ship
10	Nagacet reveals itself once in orbit or if any commotion [roll Instinct] alerts it to the Crew's presence

Below are basic stat blocks for the two ships featured in **PRIMEVAL**: The Icarus and The Valkyrie*.These can be used to quickly get the Crew into [or out of] play and the Eridani System. They allow for some slight customization and can easily be easily adapted or upgraded in line with the rules on creating ships which can be found in the Player's Survival Guide [pg. 29-32].

These pages, specifically the grey cells, are designed for you to write on or mark-up in game. If, like me, writing in books is not for you, feel free to photocopy or print out this page from the PDF available online [see QR Code [pg. 50]]. This doubles as a great handout for the Crew.

///ICARUS

The Icarus is a decommissioned and repurposed Military drop-ship originally designed to Jump small, elite units between systems. While still fast, many of the ship's core components and resources have been stripped or scavenged for parts.

ARMOR	40	MAX HULL	40	CURRENT HULL	
COMBAT	30	MAX FUEL	17	CURRENT FUEL	
INTELLECT	50	CREW CAPACITY	20	CURRENT FUEL	
SPEED	40	GALLEY STOCK	14	CURRENT STOCK	

///Modules

Life Support [2]
Command [1]
Armor [4]

Jump Drive [2]
Computer [2]
Barracks [2]
Cryo [5]
Galley [1]`
Weapons Array [1] [STRIPPED]

Thrusters [4]
Engines [5]
Fuel [17]
Frame [3]

///VALKYRIE

A mid-sized shuttle designed for short-range courier jobs, The Valkyrie has limited crew and cargo capacity. In the place of a hold, the Valkyrie has a pressurized Cargo Interconnect used to attach freight containers [not unlike an inter-planetary semi-truck or lorry]. Thusly, the jump-freighter is not stocked with many of the amenities that would be commonly found in larger commercial freighters or military ships.

ARMOR	10	MAX HULL	29	CURRENT HULL	
COMBAT	20	MAX FUEL	12	CURRENT FUEL	
INTELLECT	40	CREW CAPACITY	6	CURRENT FUEL	[DEPLETED]
SPEED	40				

///Modules

Life Support [1]
Command [1]
Armor [1]

Jump Drive [1]
Computer [1]
Cryo [1] = 4 Cryopods
Barracks [1]
Cargo Interconnect [1]

Thrusters [4]
Engines [3] [DAMAGED]
Fuel [12]
Frame [1]

EDITOR'S NOTE:

*The names for these vessels allude to figures pulled from Greek and Norse mythology whose roles parallel the encounters and fate of the Crew and their ship in this adventure. The incarcerated son of an inventor, *Icarus'* overconfidence and recklessness during an attempt to escape led to his demise. Drawing from that legend foreshadows the potential lunar shipwreck after encountering a cosmic anomaly as the Crew enters the Eridani System.

In contrast, *Valkyries* were those tasked with selecting who would live and who would die in battle. In a sense, the shuttle plays much the same role. It offers a chance to save the Crew and any remaining survivors but, with limited room, presents a difficult, potentially impossible, choice. Not everyone will survive PRIMEVAL...

///PERSONNEL

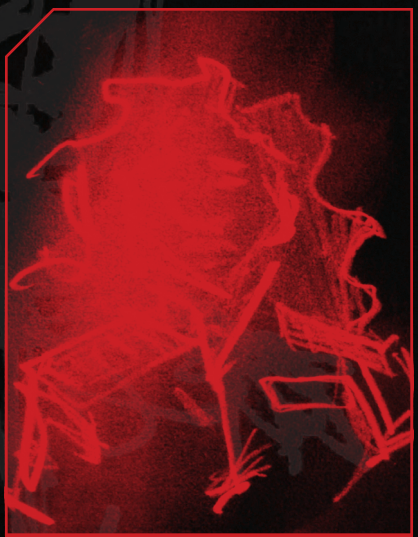
The Shen Kuo Research Facility originally housed over twenty [20] personnel. Those that survived have been in hiding. As the crew delves through the now derelict station, refer to the Personnel Directory [page opposite] for brief descriptions and to act as a checklist, notating their whereabouts at the time of their demise.

///OTTO ELYK

A brilliant biologist in his own right, Otto was recruited shortly after his apprenticeship at Rodion Prosthetics. He was on track to be a lead researcher on previous expeditions were it not for butting heads with Jin Takahashi.

MOTIVATIONS

- Research methods to detect degenerative conditions and methods to correct them
- Get a high score on *'Galaga'*
- Survive



///DELPHINA PHILINA

A Facilities Clerk, Delphina is a timid woman untested by the edges of the cosmos. Recently she is looking for a respite from her personal life which led to taking the posting at the Shen Kuo.

MOTIVATIONS

- Avoid danger
- Distract herself from the present
- Retire somewhere with a beach

ADDITIONAL PLAYER RESOURCES AVAILABLE ONLINE [see pg. 50]

HEN KUO RESEARCH
ACILITY

Esperanza Ramirez

TAG ENGINEERING PERFECTION

FACILITY PERSONNEL DIRECTORY

TG-PD001

2D10 [1D20]

	NAME	TITLE or POSITION	LOCATION	
SCIENCES 1	DR. YUI WATANABE	CHIEF RESEARCHER/GENETICIST	[SEE TABLES ON PG. 17]	☑
2	DR. ABDUL IMANI	CHIEF RESEARCH ASSISTANT		☐
3	ITQAN SURAT	RESEARCH ASSISTANT		☐
4	HYDER JAMSHIDI	RESEARCH ASSISTANT		☐
5	KHATIA NASSÉR	RESEARCHER		☐
6	RAHIM PIERSON	RESEARCHER		☑
7	OTTO ELYK	RESEARCHER	MODULE 05, TAXONOMY	☐
MEDICAL 8	DR. CHI VIVAT, MD	FACILITY PHYSICIAN		☐
9	RICHIE TUAZON, RN	FACILITY NURSE		☐
10	LAUREN WASHINGTON, RN	FACILITY NURSE		☐
	DR. APRIL EGGERMAN	STAFF PSYCHIATRIST		☐
ADMIN. 11	ADELAIDE OSEQUERA	CHIEF FACILITIES ADMINISTRATOR		☐
	FABLE BLANCK	VICE FACILITIES ADMINISTRATOR	MOD. 01, MENTAL WELLNESS OFFICES	☒
	DELPHINA PHILINA	FACILITIES CLERK	MOD 01, DR. EGGERMAN'S OFFICE	☑
	JAVAD OZGALIAN	FACILITIES CLERK	MOD. 01, WEST HALLWAY	☒
SECURITY 12	HAMISH 'BULLDOG' MALONE	CHIEF SECURITY OFFICER		☐
	ANGEL GUTIERREZ	MERK-O-TEK HIRED GUN		☐
	REGINA BARROS	MERK-O-TEK HIRED GUN		☐
13	GIO FERRIGNO	MERK-O-TEK HIRED GUN		☐
ENGINEERING 14	MARIA 'CHIEF' BAKER	CHIEF ENGINEER		☐
15	NATALIA GUTIERREZ	FACILITIES ENGINEER		☐
16	BEATRICE 'B' TORRES	FACILITIES ENGINEER		☐
17	MARK MARON	FACILITIES ENGINEER		☒
	FARIS TARGUN	FACILITIES ENGINEER	MOD. 02, DORMITORY 4	☐
NUTRITION 18	STJEPAN BELICHICK	CHIEF NUTRITION ENGINEER		☐
19	JAMAR HARVEY	NUTRITION ENGINEER		☐
20	EMIL	NUTRITION ENGINEER		☐
-	~~MICHAEL~~	~~A.T.T.O.M. PERSONNEL MONITOR~~	[SEE TABLES ON PG. 17]	MIA

///LAREDO JONES

Laredo Jones is an executive for the Pantech Pharmaceutical Corporation who has made it his mission to defeat Takahashi Advanced Genetics in a biological arms race. He will often broker deals with mercenary teams himself to find out anything he can about their next big project. Despite his prominent position with a leading pharmaceutical company, Laredo is a proponent of slickware and cyberization, leading to several questionable body modifications. Despite the fact that he is more machine than human at this point, he is never without a ten-gallon hat.

MOTIVATIONS

- Uncover all of T.A.G.'S dirty little secrets
- Get the latest and greatest slickware or cybermods
- Protect his 10-Gallon Hat

///DR. YUI WATANABE

Dr. Watanabe is an older, thin woman and one of the leading geneticists of her time, specializing in xenobotany. She was hailed as one of the youngest geneticists to be taken on by T.A.G. and has worked closely with The Company since the days when Ryōsuke Takahashi was at the helm. Dr. Watanabe was predisposed to dislike androids but since the disappearance of Michael, causing weeks of delays in her research, she has grown to detest them.

MOTIVATIONS

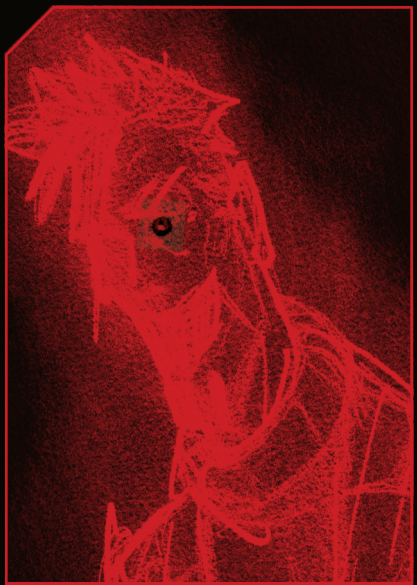
- To go down in history as one of the greatest scientists of all time
- Carbonated Melon Candies
- Avoid Androids

///ESPERANZA RAMIREZ

Esperanza is an Operations Coordinator for Takahashi Advanced Genetics and has been acting as liaison to Dr. Watanabe for the duration of the Shen Kuo Expedition. A career professional, Esperanza is eager to save face and figure out what happened on Ur. Without this job she would have to... Well, she rather not dwell on that. She is never without a set of thick, black-rimmed glasses and an encrypted PDA chock-full of T.A.G. data [worth 40kcr on the Black Market].

MOTIVATIONS

- Keep The Company's public image in a positive light
- Keep the Shen Kuo incident out of the Media
- Beat her 10K personal record [00:46:50]



///KESH DEMIR

Kesh is known by his signature gaudy coats and colorful sweaters. He is a practiced negotiator, brokering many a deal on the black market through an impossibly wide grin of narrow teeth. Compared to some Kesh is a new arrival to the underground which has given rise to a number of rumors surrounding him, in particular his hetero-chromatic eyes. Some say he can read minds with one eye. Others claim he received one as a gift from aliens in another quadrant and gained the ability to see through space-time. Some of the rumors are unfounded.

MOTIVATIONS

- Fly under the radar, not attract attention to himself or his clients
- Stockpile vast quantities of Synth-Pythons
- Acquire and peddle any unusual artifacts and technology

‘But the end of all t
is at hand; be ye th
of sound mind, and
unto prayer.’

During the journey from the T.A.G. Outpost of LV-0316, the jump ship transporting the expeditionary team to the Eridani system encountered some form of cosmic anomaly, damaging the ship’s systems. During the turbulence Michael was violently thrown against a bulkhead, causing trauma to his cybernetic cortex and putting him in standby mode.

In spite of the severe damage caused by the anomaly, the jump ship **Tsukuru** arrived as scheduled to the Eridani System and settled into a a high orbit above **Ur**. Were it not for a cryo-chamber malfunction waking the crew from hypersleep, it is possible the Tsukuru would have idled in orbit indefinitely. The normal disorienting effects of extended hypersleep were compounded by the absence of their A.T.T.O.M. attendant and awakening three weeks past their projected arrival.

///MICHAEL

Michael is an A.T.T.O.M.* series android. These units are known for their analytical skills and stratagems. Michael was initially assigned to the Shen Kuo expedition as a ‘Personnel Monitor’ and makeshift Security Officer. Despite this, there is no record of Michael on any of the facility terminals. He habitually erases any record of his presence in the facility be it video, written, or physical evidence.

MOTIVATIONS

- Destroy other Androids, directly or by proxy
- Interfere with the Organics’ experiments and research
- Prevent any record of his presence at the Shen Kuo facility

[*Assistant Technical & Tactical Operations Manager]

things nerefore be sober

///1D10 POSSESSIONS	
1-2	Synthetic fingernail clippings
3-4	A.T.T.O.M. Key Card [Master Key]
5-6	A human eyeball
7-8	Coagacet in a syringe
9-10	Vial with a non-Newtonian fluid

///PORTRAYING MICHAEL

Beyond a base sense of self-preservation, as exhibited by the primeval creatures of Ur, Michael has become an unsettling evil. As such he is intended to be an antagonist for this adventure, actively working against the Crew. When portraying him, don't take on an exaggerated affectation or accent. The point is not to be a caricature but rather convey a sense of unease.

- Use your normal voice, perhaps in a slightly higher register
- Speak calmly; Michael never shouts or raises his voice
- Use logic and reason
- Use language that can easily be misconstrued or misinterpreted
- He is unnaturally cold and calloused when it comes to departed Shen Kuo Personnel, shoving them out of the way

Combat 85%
>> Asphyxiate 1D10 or Xeno-Polearm 2D10, and Epigrammatism
Speed 45%
Instinct 65%
Hits 6 [20]

///Special Abilities

Firearms Specialist As a tactical unit, Michael is proficient with most firearms. There is a 75% chance that he can use any weapon in the Crew's possesion.

Asphyxiate Michael attempts to strangle a target with his hands.

Xeno-Polearm [Hidden Alcove Only] In his bouts exploring the jungle, Michael has harvested several germination spikes from an outcropping of Sarcofilanex. Michael brandishes it as an alien spear, attempting to pierce a target. If hit there's a 35% chance of Coagacet impregnation, as the Sarcofilanex ability [pg. 37].

Epigrammatism Michael's overly serene nature, especially in the face of peril, is off-putting. This, coupled with the incessant need to [mis-]quote films and literature consumed during his abundant solitude, is anxiety-inducing. Anyone who hears his prattling must make a Fear Save or suffer 1D5 Stress.

1. 'They say suffering is noble.'
2. 'A curious thing, watching .'
3. 'Embrace the end of all things.'
4. 'Pain is life.'
5. 'Misfortune teaches us truth.'

///Behavior

- Michael will not initiate combat unless first attacked
- Instead, he will 'help' the Crew by leading them towards the nearest Intilicet swarm to do the dirty work for him
- Michael does not carry firearms but will use them if the opportunity presents itself

//TAXONOMIC DATABASE

///MEGAFLORA

Ur is a diverse biome of flora of varying sorts including palm-like philodendra, lichen and mushroom-like fungi, and vibrant angiosperms. Each of these are several tens, if not hundreds, of times larger than their Terran counterparts. Despite the apparent lack of macrofauna (creatures of the Kingdom Animalia), many of these plants and fungi exhibit defensive and dangerous characteristics. Characteristics that would normally be prevalent in environments rife with predators.

The following section provides brief descriptions and statistics of just a small sampling of Ur's megaflora.

Xe·no·man·gal Though the dense jungle of Ur appears to be comprised of many distinct specimens, it is in actuality a single tree with many offshoots but only a single trunk. If its true nature were ever discovered it would likely come to be known as the 'world tree' or even assume the name of Ur itself. Because of this, the Xenomangal could more accurately be described as 'astro-flora' since the jungle moon orbiting 51 Eridani B is quite literally a massive arboreal satellite.

Its dark, near-black, roots and vines exhibit an oil-like iridescence that shimmers upon contact. The upper canopy shading the jungle floor is made up of winding branches supporting amaranthine leaves the size of ship sails.

Xe·no Spores With the absence of macrofauna, most megaflora on Ur has adapted to propagate itself through explosive spores and pollens which permeate the moon's atmosphere. This miasma can be fatal for non-native life. Refer to the Respiratory Distress Track [pg. 11].

Sar·co·fi·la·nex A 3 meter tall, flowering plant that resembles *yucca filamentosa*. It stands out against the rest of the jungle as it is a deep crimson and appears to sweat or ooze a scarlet ichor. It has large leaves that wrap around its lanky stalk that, if approached, spring open and shoot out 1.5 meter, bone-white spikes. The Sarcofilanex was a auto-immune response of the Xenomangal Tree to counteract the samples of flora taken by Shen Kuo personnel.

Combat 0%
>> Germination Spikes
Speed 0% [Immobile]
Instinct 60%
Hits 2 [0]

///Special Abilities

Germination Spikes If disturbed, these sharp spikes instantly spring open and target any creatures within a 3m diameter. Each target must make an Armor Save. On a **Failure**, the target takes 2D10 DMG and is impregnated with a Coagacet.

Ra·zor Leaf A maroon-leafed plant of the genus *Gigaphilodendron* with razor-sharp edges that can be commonly found near Xenomangal roots. As with many of the plants on Ur, the Razorleaf is much larger than its Terran cousins.

Combat 0%
>> 5 dmg/leaf, 1D5 leaves
Speed 0% [Immobile]
Instinct 30%
Hits 1 [0]

Xe·no·lo·tus Pod Pod A large pod resembling *nelumbo nucifera* that sits atop a thick stalk and emits a sweet, subtle aroma evoking unfiltered sunlight. The pod has deep, pore-like holes that store spore seeds. As there were originally no macrofauna on Ur, this is not a defensive mechanism but rather a means of pollination.

Combat 0%
>> Explosive Spore 1D5 every 2 hours
Speed 0% [Immobile]
Instinct 30%
Hits 1 [0]

///Special Abilities

Explosive Spores Occasionally the plant will shoot out spores in a 1m radius. If inhaled, make a Body Save. On a Failure, the plant begins to take root in your nervous system and cerebellum.

Hour 1 roots cause your pores to expand into stores for the explosive seedlings.
Hour 2 roots begin to cause 1D5 DMG and continue to do so every successive 2 hours unless extracted with a successful Crisis Check, Difficulty 2-3. Must be trained in Biology or Botany.
Hour 6 roots have expanded your dermal orifices to the point where you now involuntarily manifest the same traits as the Xenolotus Pod. Make a Body Save. On a failure, you release Explosive Spores in a 0.5m radius.

///MEGAFAUNA

Contrary to the initial reports obtained from the Pantech Pharmaceutical scouting party and the Takahashi Advanced Genetics survey team, xeno-flora (Kingdoms Plantae, Fungi) and alien microscopic organisms (Kingdoms Protista, Eubacteria, Archaebacteria) are not the only things lurking in jungle's underbrush.

The following passages provide brief descriptions and statistics of the fauna found on Ur.

Co·a·ga·cet Also called *blood maggots*, Coagacets are the basest form of the Intilicet mutation tree. These creatures are formed from the coagulated blood of their victims after having been injected with seed by a Sarcofilanex. They appear like sanguine mucus or crimson lampreys coated in a viscous slime. They feed on their prey by crawling through their veins which can be seen through the epidermis.

They avoid arteries as they are vulnerable to Oxygen and can die if exposed to Oxygen for too long before consuming their host and mutating into a Larvacet. Up to five [5] Coagacets can inhabit a host at a given time.

Combat 25%
>> Dermal Burrow
Speed 65%
Instinct 55%
Hits 4 [0]

///Special Abilities

Oxygen Hypersensitivity Loses [1] Hits for every minute of exposure to an Oxygen-rich environment. If it loses [4] Hits over the course of 5 minutes it dies, otherwise it regenerates its Hits.

Dermal Burrow If not injected directly into a vein, the Coagacet will attempt to burrow under a target's epidermis. A contested Body Save can prevent this. On a Failure, a Coagacet can only be removed with a successful Crisis Check, Difficulty 1-2.

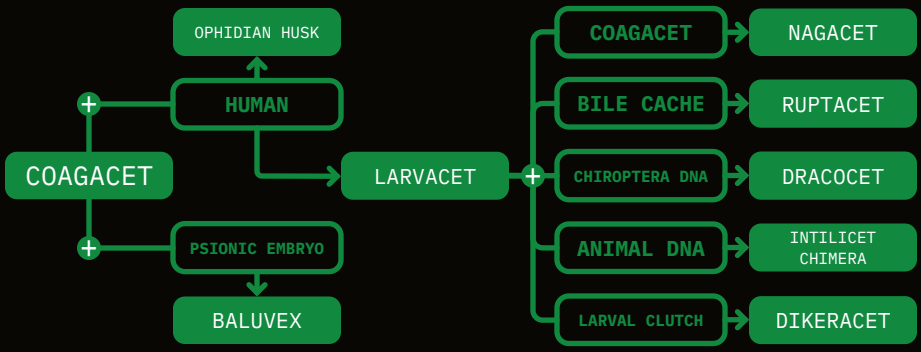
Mutamorphosis As the coagacet traverses the veins of its host, it leeches its host's life force as it slowly prepares to mutate into a Larvacet. Each hour the host/victim must make a Body Save. On a failure, it reaches the next stage if not removed.

Hour 1 4d10 Stress, 2 DMG
Hour 2 Consumes the host's deoxygenated blood, -30% Speed
Hour 3 Consumes the host's small intestine & stomach, -30% Strength
Hour 4 Transforms the host into an Ophidian Husk, and extricates itself from the host's abdomen as a Larvacet

///Behavior

» The Coagacet's sole instinct is to infect a host

INTILICET MUTAMORPHOSIS TREE



In·ti·li·cet A species of reptilian-insectoid hybrids spawned by Xenomangal Tree as an autonomic-immune response to the presence of expeditionary teams on Ur. This predatory species consumes anything it comes across, slowly improving its own genetic makeup in the process known as Mutamorphosis.

Mu·ta·mor·pho·sis The transformative process by which Intilicets wrap themselves inside a placental cocoon and mutate into one of several other forms of Intilicet. After a coagacet has inhabited a host, the next stage in its mutamorphosis varies depending on whatever it has most recently ingested.

Lar·va·cet The first mutation of the Intilicet mutamorphic process, Larvacets are 1m long, segmented creatures. They have multiple needle-like limbs making them extremely fast and agile.

Combat 55%
>> Pierce 3D10 or Sting 1D10
Speed 90%
Instinct 30%
Hits 3 [10]

///Special Abilities

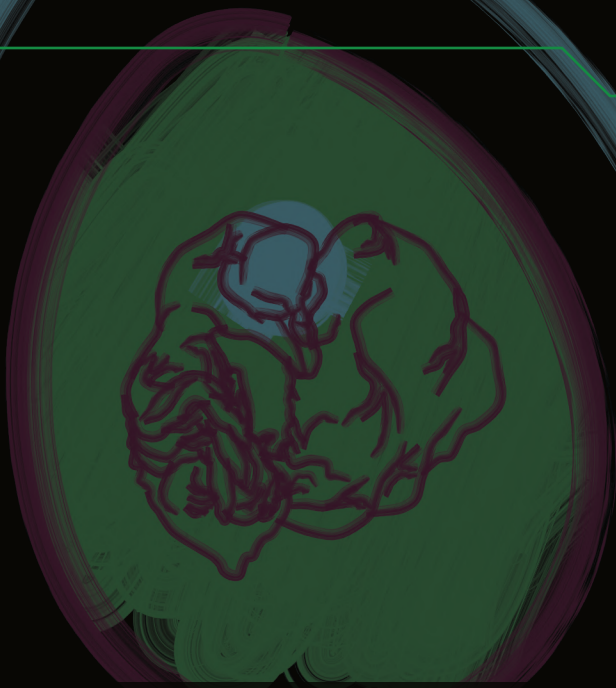
Burst of Speed As soon as a Larvacet assumes a target it rushes towards it with uncanny speed. Make a Stress Check or Panic.

Pierce The Larvacet's stiletto-like claws can pierce through most flesh or armor.

Sting A low-toxicity anesthetic venom that numbs the surrounding area, slowing the target's reflexes. Body Save or -5% Speed.

///Behavior

» Larvacets always begin an encounter with a Burst of Speed
» Larvacets prefer working in swarms of 1D5 or more
» After losing Hits 2, the Larvacet will attempt to retreat



Ba·lu·vex *The Embryonic Psion.* The Baluvex is an unusual chimeric hybrid between an unborn embryo with latent psionic abilities and the early stages of the Intilicet mutamorphosis process. It appears as a swollen, translucent blue egg that floats approximately 2m off the ground. Inside, the twisted form of a 17-day-old Indian Ringneck embryo can be seen.

Combat 45%
>> Pheedback 5D10 or Psionically Reft
Speed 20%
Instinct 75%
Hits 2 [30]

///Special Abilities

Pheedback Effectively a psionic DDoS attack, the target experiences a powerful loop of knowledge fed exponentially quickly into a target's mind. Potentially lethal to any sentient species, it begins as a slow crescendo of a sound like a whistling kettle filling a target's mind. Coupled with this is the sensation of four billion needles slowly being inserted into the eardrum and optic nerve. Causes 5D10 DMG and 2D10 Stress.

Psionically Reft Sanity Save, two [2] targets. On a Failure, switch the stats for each target's Fear Save with the other's then reduce each target's Sanity Save by 10%. On a Critical Failure, reduce by 15%.

///Behavior

» The Baluvex immediately uses **Psionically Reft** upon encountering another creature
» Afterward, it is passive unless it senses aggressive thoughts

O·phi·di·an Husk Husks are a pale reflection of what was at one time personnel of the Shen Kuo Research Facility. Husks are zombie-like shells, their torsos the hollowed-out remnants of the mutamorphic process undergone by victims inhabited by Coagacets. They typically carry whatever gear and equipment was on them before and their moltings, or husks, can often be found in their wake.

Combat 35%
>> Bite 1D10 and Claw 1D10
Speed 35%
Instinct 20%
Hits 4 [0]

///Special Abilities

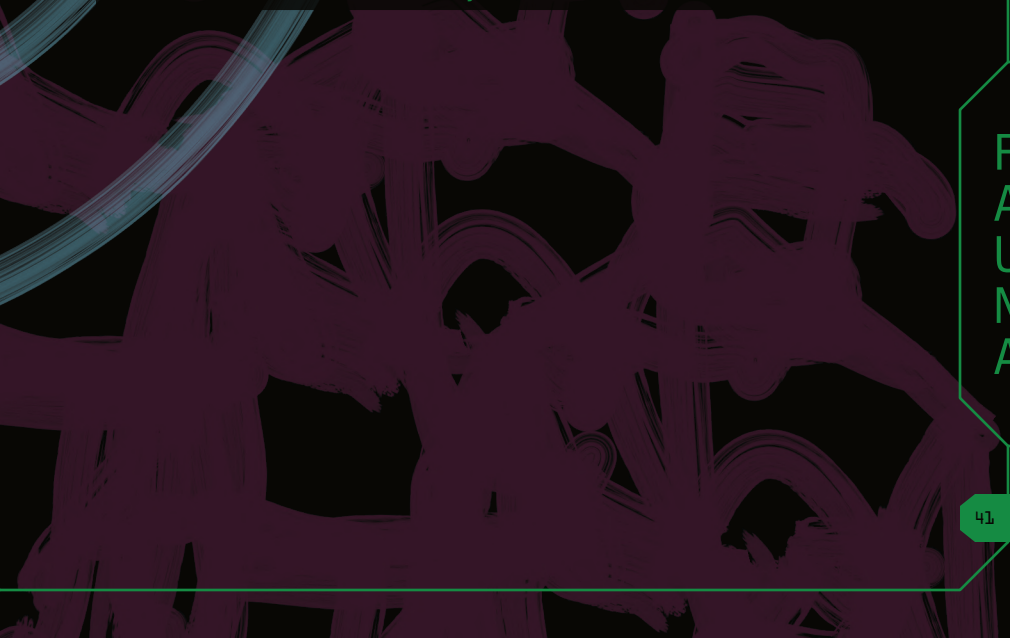
Improvised Weapon The husk can make use of one [1] item such as a weapon or simple tool. It no longer has the cognitive capability to operate tools requiring intelligence [such as a computer terminal].

For their load-out and to see who they were before undergoing Mutamorphosis, roll against the Personnel Directory Table [pg. 31], re-roll repeats, and/or refer to the Loadout List.

1D10	LOADOUT LIST
1-2	Pipe Wrench [Engineering]
3-4	Surgical Drill [Medical]
5-6	Paper Guillotine [Administration]
7-8	Shattered Erlenmeyer Flask [Sciences]
9-10	Santoku Knife [Nutrition]

///Behavior

- Ophidian Husks are attracted to sound and will slowly meander towards any commotion
- They are unaware of danger and thusly do not avoid keeping themselves out of harms way



Rup·ta·cet Sometimes referred to as *bile bugs*, Ruptacets spawn from a Larvacet that has glutted itself on a cache of another creature's bile. In so doing, it morphs itself into a pockmarked pillbug, whose abdomen is filled with an acidic compound.

Combat 55%
>> Claw 1D10 or Rupture 4D10
Speed 65%
Instinct 55%
Hits 1 [0]

///Special Abilities

Rupture An caustic compound splatters in a 3m radius as the Ruptacet's abdomen ruptures in a violent, suicidal explosion. Armor Save or -10% Armor.

Terminal Inception Due to the frail membrane surrounding their acid sack, Ruptacets have an extremely short lifespan and suffer damage when using their Rupture ability.

///Behavior

» Slow and prone to poor awareness, Ruptacets often burst when startled

Dra·co·cet A mid-sized creature with five segmented limbs interconnected by a fleshy membrane that allows it to fly and glide over short distances. Four compound eyes encircle a bisected mandible with flourescent glands containing an acidic compound. Dracocets are an *Intilicet Chimera*, the result of perverse experimentation and cross-breedings performed by Michael.

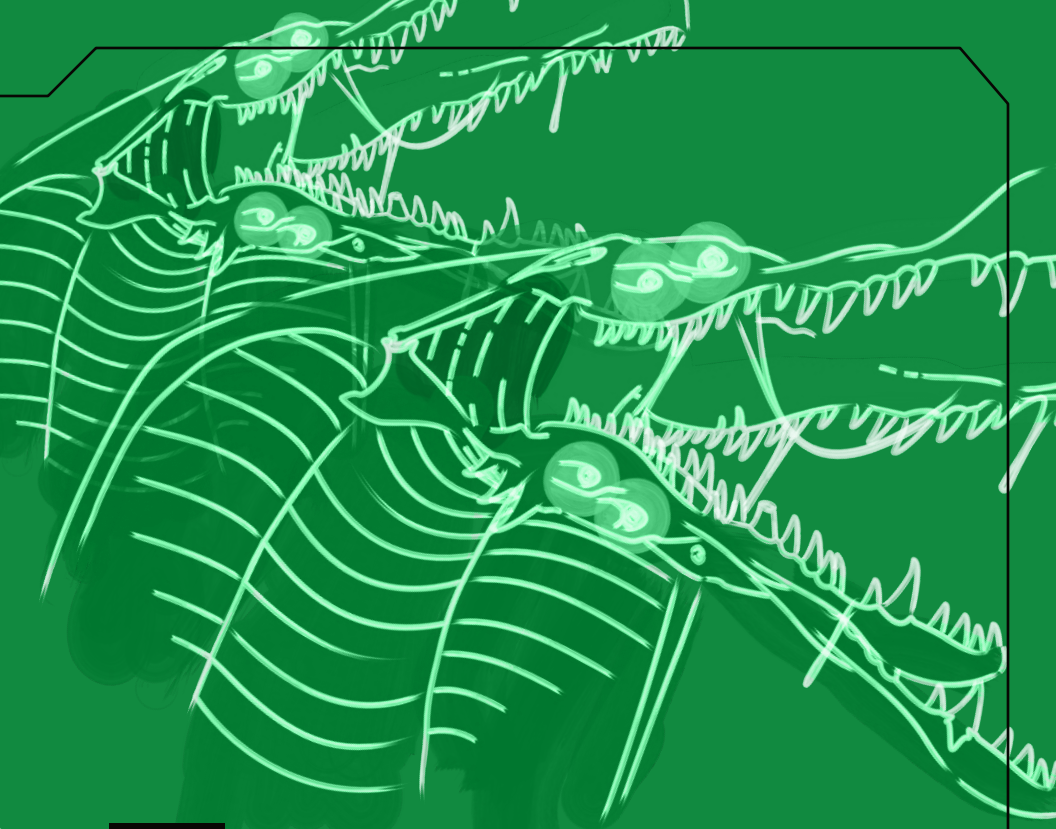
Combat 55%
>> Bite and Claw 1D10 or Expurgate 3D10
Speed Fly 75%, Crawl 45%
Instinct 50%
Hits 3 [5]

///Special Abilities

Expurgate From glands near the back of the mandible, the Dracocet expels a concentrated corrosive up to 5m away that burns through anything it comes into contact with. Armor Save or -15% Armor and 3D10 DMG.

///Behavior

» Dracocets prefer heights and open areas
» They are defensive if backed into a corner but typically avoid close quarters combat



Na·ga·cet A huge, reptilian-insectoid hybrid that looks like a hooded serpent with eight compound eyes and a brown and purple carapace. Two segmented, scythe-like appendages stand out against its smaller stunted limbs [the recessed limbs of its previous mutation, the Larvacet]. It's thin, narrow, maw splits into four when opened, revealing rows of spiked mandibles whose incredible crushing power can break bones.

Combat 85%
>> Bite 5D10 or Scythe x2 4D10
Speed 65%
Instinct 45%
Hits 6 [35]

///Special Abilities

Virulent Saliva [Bite Only] A thick, venomous coagulant begins to course through the circulatory system of the target. -10% to Strength and Speed per round until making a successful Body Save.

Scythe [Claw Only] On a Critical Hit, the Nagacet's razor-sharp appendages slice through a targets body. Roll on the Hit Location chart [PSG, pg. 10.1].
If a limb is rolled, the victim loses said limb.

///Behavior

» Nagacets are among the fiercest of Intilicets and fight to the bitter end
» Nagacets will attack on-site

Di·ker·a·cet Gargantuan, Coleoptera-Ungulate hybrids protected by chitinous exoskeletons that are dotted with glowing compound eyes. Several [1D10] serrated horns and blade-like protrusions enshroud their heads and jaws. These creatures are formed when a six [6] or more Larvacets, or a Larval Clutch, meld into a single massive creature. They are considered the final stage in the Intilicent Mutamorphosis Tree.

Combat 70%
>> Bite 3D10 or Gore 5D10 and Push back
or
>> Death Bellow [if Hits ≤ 2]
Speed 65%
Instinct 55%
Hits 8 [65]

///Special Abilities

Mandi-Blade [Bite Only] On a Critical Hit, two razor-sharp appendages snap shut around whatever the Dikeracet has in its jowls. Roll on the Hit Location chart [PSG, pg. 10.1].
If a Limb is rolled, the target loses said Limb.
If Center Mass is rolled [5-9], +2D DMG.

Gore One of the Dikeracet's horns pierce the target. Roll on the Hit Location chart [PSG, pg. 10.1].
If Center Mass is rolled [5-9], +1D DMG.

Push Back Body Save or a target is pushed back half of its movement.

Death Bellow If the Dikeracet reaches Hits ≤ 2, it releases a bone-rattling roar as iridescent scutum shimmer and glow across its exoskeleton. Fear Save or 2D10 stress and roll against the Facility Encounters table [pg. 16] to see what its roar draws near.

///Behavior

- Dikeracets are attracted to movement and noise
- They favor charging headfirst into targets and through barricades such as walls
- They are irreverant to the presence of other Intilicets and will trample over any in their charging path

*Hox Genes are genes grouped in a way so as to define the form, structure, order, and location of the various regions of an organism's body.

In·ti·li·cet Chi·me·ra Created through the mutamorphic fusion of Intilicets and the genetic material of creatures from the Kingdom Animalia. This process can be initiated via:

1. External or artificial catalysts such as injecting Coagacets with the DNA of other creatures [as Michael has on several occasions] or...
2. *Mu·ta·ges·tion*, where an Intilicet consumes the genetic material of another creature and subsequently weaves itself into a placental cocoon to undergo mutamorphic maturation.

Generate a Chimera by using the following Base Template and augment it with one - four [1-4] Special Abilities or Characteristics taken from the Chimera Generator table [below].

BASE TEMPLATE

Combat 35%
>> Bite 1D10
Speed 55%
Instinct 45%
Hits 2 [10]

///Behavior

» Chimeras tend to be survivalists, more adaptable to their environments than their counterparts

///4D10 CHIMERA GENERATOR

EUARTHROPODA		
1-2	Mandibular Pincers	>> 2D10 DMG
3-4	Chitinous Shell	Hits +4 [0]
5-6	Metasomal Siphon	>> 1D10 DMG, -10% Strength
7-8	Sensory Antennae	Instinct +20%
9-10	Venomous Forcipule	>> 2D10 DMG, -10% Speed
CHORDATA REPTILIA		
1-2	Thermo-Chromatic Pigmentation	Dermal camouflage and temperature control, invisible to thermal scanners and the naked eye when not moving
3-4	Scaly Hide	Hits +0 [20]
5-6	Regeneration	Hits +1 or [5] every round, up to Max
7-8	Amphibious	Can survive in any liquid or gas-based environment, including caustic or toxic ones
9-10	Psionic Rattler	A hollow scream echos through the minds of those within 2m. Stress Check or Panic.
CHORDATA MAMMALIA		
1-2	Cutaneous Membrane	Fly 75%
3-4	Echolocation	Audible clicking, sense any movement within 25m
5-6	Maxillary Fang	+1D10 to Bite
7-8	Digitigrade Limbs	+20% Speed
9-10	Retractable Claw	>> 3D10 DMG
NEMATODA		
1-2	Dermal Bristles	+20% Speed
3-4	Parasitic Rejuvenation	>> 1D10 DMG, Hits +[5] per successful attack
5-6	Amorphous State	Absence of Hox Genes* allow the creature to slip through gaps 1mm or larger
7-8	Circumpharyngeal Nerve Cluster	+10% Instinct, +10% Combat
9-10	Ammonium Excretion	>> 1D10 DMG, Concentrated ammonia gas excretes from the Chimera's epidermis in a 2m radius

MANIFEST

On a Crit Fail the battery pack shorts and requires a recharge before it can be used again.

Uses electromagnetic coils to fire projectiles at a greatly accelerated rate.

Quiet but susceptible to EMP bursts.

///RAINER INDUSTRIES GAUSS RIFLE

COST	DMG	CRIT	S	M	L	AMMO	SHOTS	SPECIAL
2,300	4D10	DMG x2	25	200	500	Semi-auto	20	Stealth

///RENOVATIUS SERUM

A luminescent purple solution that is made from the distilled xenoflora leaves. Consuming a vial of this restores 2D10 Health.

Vial
Hits: 2 [0]

///EXPERIMENTAL ENERGY BARRIER

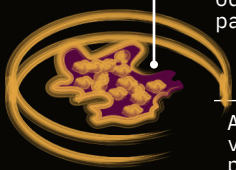
Experimental device that deploys an unstable, stationary force field or energy barrier protecting two [2] targets within 2.5m. Lasts for two [2] minutes.

Armor: +20%
Special: Collapses under a Critical Hit or Crit Fail Armor Save

Much of the wiring in this device is amateurish and the soldering sloppy

///SPECIMEN SAMPLES: 51eb1-001/002

Petri dishes containing samples from an arboreal specimen and labeled as 'xenobark'. Each sample is dark almost black, exhibits an oil-like iridescence, and has an oddly repetitive, scale-like pattern.



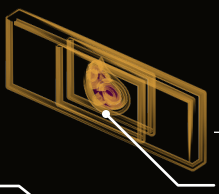
///SPECIMEN SAMPLE: *'Orchidaceae Eridani Renovatius'*

A medium-sized cylindrical glass vial containing an orchid-like plant with iridescent leaves of obsidian and violet. It has a steel valve with a green LED indicating that the container's seal has not been compromised.

Container
Hits: 3 [0]

///SPECIMEN SAMPLE: 51eb1-003

A microscope slide showing alien cells that mutate and grow after consuming foreign DNA strands.



INCLUDES: Air filter protects against most airborne toxins [no dedicated O2 tank], protects against extreme heat and cold, shortwave comms, headlamp, welding visor

Facility Security Key Card

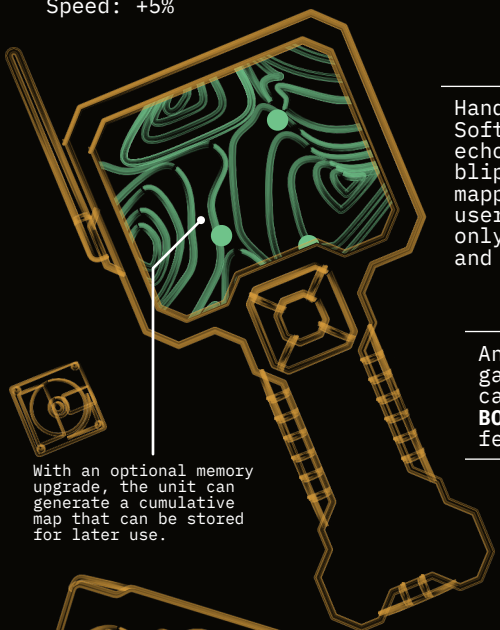
LIMITATIONS: High-power draw [500kw battery pack will run it for one [1] hour], without power it is too heavy to operate

///H.E.L. SUIT

The Marianas Industries Hazardous Environment Loading Suit is a bulky, heavy-lifting exo-suit designed for working in hostile environments and conditions, aiding in transporting cargo too heavy to lift without aid. A favored blackmarket item for its use as makeshift assault armor.

Armor Save: +25%
Strength: 85%, can carry 1 ton
Speed: +5%

///GALIXEO TPS



Handheld Topological Positioning Software. This unit uses a form of echolocation to emit periodic, audible blips that provide a rough, topological mapping of the environment around the user in up to a 500m radius. The map is only active while the unit is in use and in its 'beaconing' mode.

With an optional memory upgrade, the unit can generate a cumulative map that can be stored for later use.

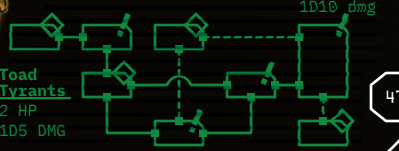
///GAMESTATION *ENHANCED*

An 8-bit, hand-held rectangular video game console. Has 1 minidisc game cartridge inserted for a game called **BOROS 3000**, a platform adventure game featuring spacefaring Boar-men.

Boros 3000 can be played as a mini-game. Any time spent on this costs a minimum of 20 minutes in game time. Playing for 60 minutes reduces 1D10 Stress. If combat is initiated while playing the GameStation, don't roll; act as if you Crit Failed your Speed Check.

SELECT
Space Pirate +10% Gore
Star Punk +10% Boar
Lunar Thug +5 HP
HOW TO PLAY
You have 2 stats & 10 HP. Roll 1D100.
Gore) 50% - Action
Boar (50% - Thought
BOROS 3000

Save Files: The Mini-disc has 2 save files:
[A] 42% complete
[B] 0% complete.



NOTE: Items on this page are not to scale

Additional Items on pgs. 50-51 >>>

///1D100 RANDOM ITEMS: PART I

1	Creased family portrait soiled by blood	26	Trucker hat with an ‘Old Country Mars’ patch
2	A half-eaten cherry pie	27	‘Jovian Vistas’ Travel Magazine
3	A plain sterling silver ring	28	A wreath-like headband with two lighters taped to the sides
4	A Qur'an covered in red leather	29	Unopened soy-based ‘meat-stick’
5	A hip flask filled with Guaro	30	CAS-X Wrist Terminal with expansion band
6	Empty *Drenalin* energy drink cans	31	Bracelet of multi-colored wooden beads
7	Two [2] pump-action foam dart guns	32	‘The world’s a stage and I’m here to watch it burn’ patch
8	A portable minidisc player with low-battery and missing headphones	33	Four-color ballpoint pen
9	A Northrop HL-10 toy model	34	A wax pencil with haphazard whittling marks
10	Telescopic pointer with pocket clip	35	‘Spacewalkerz’ Fitness Magazine
11	‘Gemini Echo Expeditionary Force’ patch	36	A broken minidisc cartridge
12	2D10 Credits	37	A Mahjong tile
13	A reprint of ‘Love Poems by Pablo Neruda’	38	Corporate recruitment brochure
14	Collection of aluminum can tabs	39	Foam stressball with an angry face drawn on in permanent marker
15	Broken solar eclipse glasses	40	Carbon transfer of divorce papers
16	A set of on-ear headphones with orange foam	41	Jar of rubber cement
17	Enamel palm tree charm	42	Handheld game console: *gameStation ENHANCED* [pg. 47]
18	A half-empty bottle of Quita Pena Tequila	43	Polaroid of a Blue Rottweiler with ‘Carson’ written on the back
19	Synth-cotton bandanna with a boar-head drawing underlined by the words ‘HELL HOGS’	44	‘Ire 10 Trauma Team’ patch
20	A pack of cigarettes with the words ‘against the miasma’ written on them	45	Soldering wire spool
21	Crumpled receipt from the Europa Planitia synth-hound track	46	Minidisc cartridge with a bootleg copy of ‘Solaris’ [1972]
22	‘STRAINED’ patch	47	A Key Card [Sciences]
23	Pamphlet entitled ‘The Eridanus Supervoid: What They Aren’t Telling You’	48	Aluminum-Carbon Composite Harmonica
24	A deck of misprint Menko cards	49	Used Chameleotone™ adhesive bandages
25	‘Colonial Salvage’ cap	50	Otter Mascot Bobblehead

///1D100 RANDOM ITEMS: PART II

51	A full cup of coffee, overly sugared	76	Ashes
52	Minidisc mixtape of straight ahead jazz	77	Red-penned page ripped from a T.A.G. Operations Manual
53	A diving watch with a well-worn polyethylene band	78	4D10 Credits
54	An unopened bottle of *Sketchy Goblin* Absinthe	79	LED penlight
55	Ornate Box [Locked] with a gem worth 200cr inside	80	‘Bad Owl’ patch
56	‘Hot Mess’ patch	81	‘Ask Me About Ropes’ patch
57	Portable 12v battery pack	82	A Key Card [Engineering]
58	Sweat-stained luchador mask	83	A deck of playing cards
59	A handful of bobby pins	84	Broken reading glasses
60	Bottle of nootropics with a false label that reads ‘breath mints’	85	Transparency film with corporate reassignment orders
61	A Japanese metal ring puzzle	86	Acrylic business card in fluorescent yellow
62	Felt-tip permanent marker	87	Pamphlet entitled ‘Strikes: We Can Weather This, Together!’
63	A packet of watermelon bubblegum	88	Bent and charred spoon
64	Bloody compass, its pencil missing	89	‘Punk Renaissance’ fan-zine
65	A worn and dog-eared copy of Haruki Murakami’s ‘Kafka on the Shore’	90	A single ‘Willy Pete’ phosphorous round
66	Box of industrial rubber-bands	91	Fingernail clippings
67	A scoring stylus	92	Polyester bandana with a Mongolian panther insignia
68	Titanium dentures biting a prosthetic thumb	93	Gum wrappers with chewed gum stuck inside
69	Jell-O™ Packet	94	Discarded Fentanyl wrappers
70	A patch with the numbers 12.1 and a hooded figure	95	‘Stay Clear’ patch
71	Tankōbon	96	Minidisc cartridge labeled ‘Heavy Metal’
72	Pewter necklace with a curved dagger pendant	97	A topological map of Ylätasanko Tuomi, Proxima b
73	Remains of a cellar spider clutching a matchstick	98	A PT-3211 Pocket Translator programmed with over 2k Terran languages
74	Cracked amplifier volume knob	99	Terrarium pendant with Icelandic moss
75	A green penknife with a Celtic Knot engraved onto one side	100	An unread copy of ‘Metamorphosis’ by Franz Kafka

ADDITIONAL PLAYER RESOURCES AVAILABLE HERE

Vial
Hits: 1 [0]

///SPORE SICKNESS ANTIDOTE

A cloudy liquid with moldy motes floating around. It is given to flow and rest in the opposite direction of gravity's natural pull.

The administration of one [1] dose of this serum reduces the effects indicated on the Respiratory Distress Track [pg. 11] by two [2] stages.

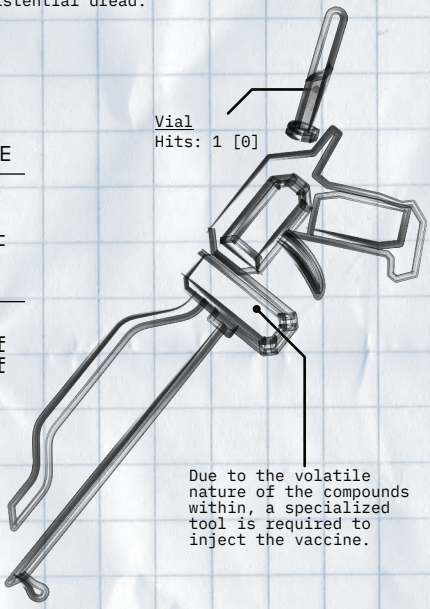
Side effects may include [but are not limited to] nausea, distension, tinnitus, and/or existential dread.

///EXPERIMENTAL XENOLOTUS ANTIDOTE

A sallow ichor that boils and evaporates into a noxious gas if exposed to the air for too long. It resembles a flowing spider-web when contained.

Successfully administering this antidote counteracts the effects of Xenolotus Spores over the course of 12 hours. Biology or First Aid check to administer upon first use.
Crit Fail: Seal broken no doses
Fail: One [1] dose, seal breaks in process
Success: Two [2] doses
Crit Success: Four [4] doses

Side effects include globus sensation, foreign object sensation, tonsilloliths, and general crankiness.



Vial
Hits: 1 [0]

Due to the volatile nature of the compounds within, a specialized tool is required to inject the vaccine.

///YAMA O.R.T. X-SERIES

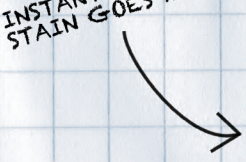
The Yama Off-Road Transport X-Series rovers are commonly used in extra-terran excursions and expeditions. These open-air, tracked or wheeled rovers are favored for their design accommodating bulky EVA and Hazardous Environment suits. Due to their modular construction, they can be upgraded to increase their speed, armor plating, or even include weapons mounts. The most common variations are the four-seater X4 and two-seater cargo carrier X2-C.

ARMOR	10	DRIVETRAIN	4x4	HORSEPOWER	280
COMBAT	-	MAX HULL	5	CURRENT FUEL	
INTELLECT	5	MAX FUEL	1	CURRENT FUEL	
SPEED	40	CREW CAPACITY	2 | 4	CURRENT FUEL	

///Modules

Armor [1]
Cargo [0 | 0.5]
Computer [1]
Weapons Array [-]
Engines [1]
Fuel [1]
Frame [0.5]

INSTANT COFFEE STAIN GOES HERE



APPENDIX N

The Metamorphosis, 1915
Nausicaä of the Valley of the Wind, 1984
Starship Troopers, 1997
StarCraft, 1998
Blue Gender, 1999
Biomega, 2004
StarCraft II, 2010
Prometheus, 2012
The Southern Reach Trilogy, 2014
Nightflyers, 2018
Routine, Unreleased

///1D10 JUNGLE ENCOUNTERS

1	Crashed ORT-X4; chassis twisted and crankshaft damaged. 50% chance of its fuel source catching fire	
2	Galixeo TPS handheld mapper	1D10 Larvacets
3	Nagacet tracks [Sanity Save or 1D5 Stress]	
4	Xenolotus Pod	
5	Razorleaf	Sound of something rustling through the underbrush [Fear Save or 1D5 Stress]
6	Key Card [Engineering]	
7	Sarcofilanex	
8	Larvacet tracks [Sanity Save or 1 Stress]	Bioluminescent Flora (dull if raining]
9	Remains of two [2] Personnel. Roll against the Personnel Directory table [pg. 31], re-roll repeats.	
10	Empty Placental Intilicet Cocoon [Sanity Save or 1 Stress]	Extinguished Flare

See page 11 for the original table and more details.

///1D10 FACILITY ENCOUNTERS

TRACK MOD.	NOISE TRACK	ENCOUNTER
+0	1	Nothing happens
	2	Sounds of nearby movement and metal creaking [1D5 Stress]
+1	3	The sound of a stalled hydraulic pipe echoes
	4	1D5 Larvacets roam through the corridors
+2	5	Two [2] Ophidian Husks howl in a nearby corridor
	6	1D5 Ruptacets or Intilicet Chimeras
+3	7	Two [2] Dracocets and an Intilicet Chimera
	8	A Nagacet wanders into an adjacent corridor
+4	9	A Coagacet drops from the ceiling and moves towards the nearest Crew Member [25% chance it lands on them]
	10+	Two [2] Nagacets and 1D5 Larvacets or Intilicet Chimeras

See page 16 for the original table and more details.

Typefaces featured in P R I M E V A L

Chalkduster by Unknown | Chicago (Silom) by Susan Kare | Computerfont by Unknown | DJB Get Digital by DJB Fonts | Edition by Altsys (Metamorphosis Professional) | IBM Plex Mono by Mike Abbink (Bold Monday) | OCR A by USA Bureau of Standards/Linotype | VT323 by Peter Hull

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Layout, writing, and art by Lone Archivist | Additional contributions annotated throughout

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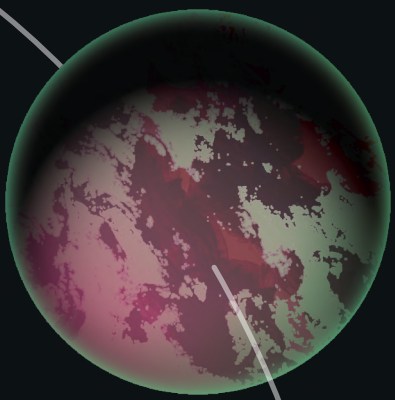
Extra special thanks to my love for the support and putting up with this crazy project.

Additional digital resources available at lonearchivist.itch.io and @lonearchivist

The year is 3032. You are part of a special task force gathered by the megacorp TAKAHASHI ADVANCED GENETICS or one of its competitors. One of their chief researchers, Dr. Yui Watanabe, has failed to respond to her last two check-ins. Since then, no one at the company has been able to raise her nor any of the personnel housed at the research facility.

Your assignment is to travel to a jungle moon in the Eridani System known as Ur. You and your team have been tasked with finding out what happened to the Shen Kuo Research Facility and rescue whomever you find...



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